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THE 100% UNOFFICIAL GUIDE TO THE POKÉMON UNIVERSE!

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First looks at all new Nintendo

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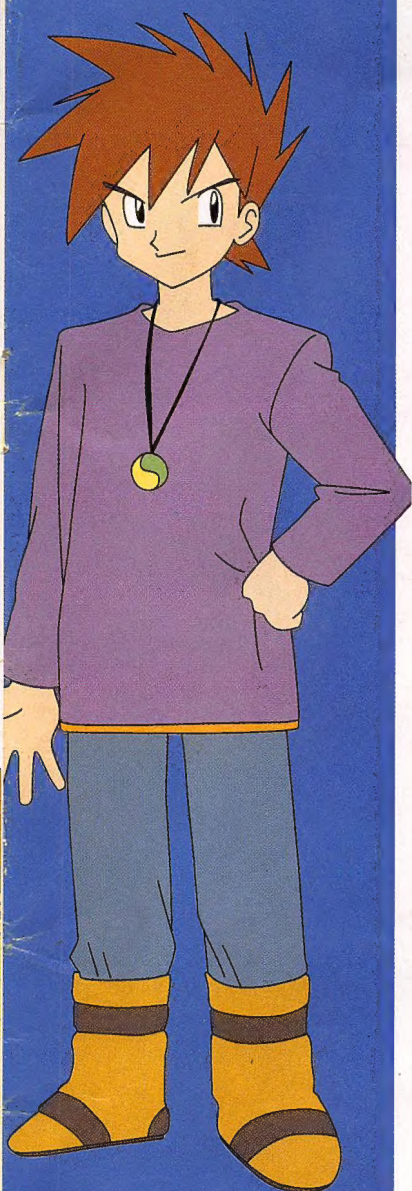
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CONTENTS

POKÉMANIA STARTS HERE! 4

Welcome to the biggest craze the World has ever seen!

POKÉMON PHENOMENON 7

Witness how the Pokémon invasion has taken over the World!

GOTTA WATCH 'EM ALL 8

It's the most popular cartoon ever made. Can you afford to miss an episode?

POCKET MONSTUFF! 14

Cool Pokémon goods. Catch 'em all, if you're loaded!

MONSTER MOVIE! 18

How can the World's hottest cartoon show get any bigger? By competing for hottest blockbuster movie of the year!

GOTTA CATCH 'EM ALL! 22

Out October on Game Boy. £24.99

POKÉMON PINBALL 36

Out October on Game Boy. £24.99

POKÉMON GOLD AND SILVER 36

Out Easter 2001 on Game Boy. £24.99

POKÉMON SNAP 37

Out October on Nintendo 64. £tba

POKÉMON STADIUM 39

Out now on Nintendo 64. £59.99

CARD CRAZY! 40

The videogame may have come first and the TV show may be No.1, but hardcore Pokémaniacs play cards!

POKÉMON GUIDE: THE MAPS 42

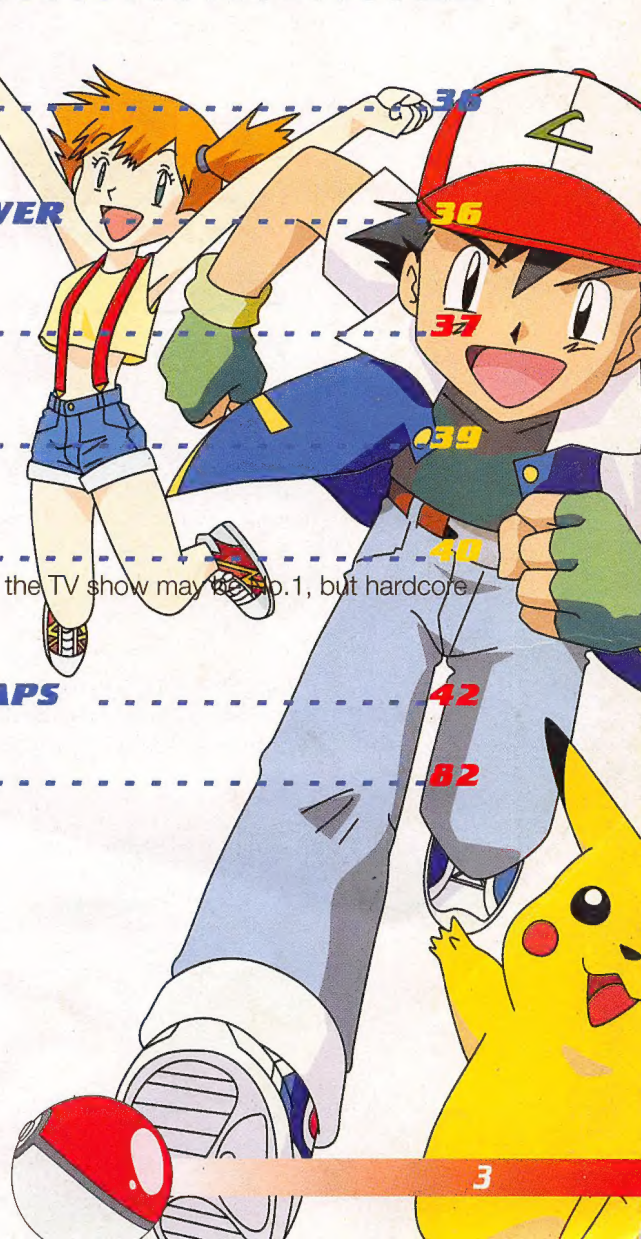
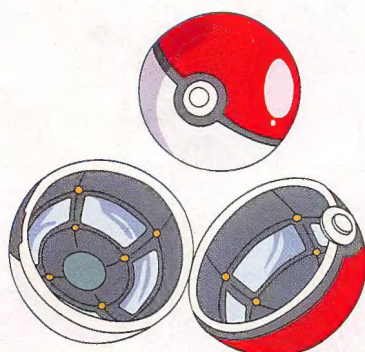
POKÉMON QUIZ 82

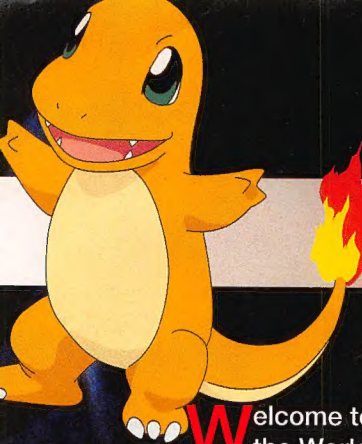
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POKÉMANIA

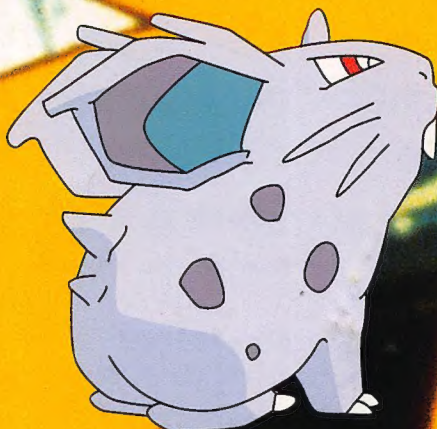
Welcome to the biggest craze the World has ever seen! Across the planet Pokémon rules, with the no.1 TV show, videogames, trading cards, comics and toys. There's no escaping the mini-monster invasion. But then you clearly don't want to or you wouldn't be reading this collector's special. Just as well, because this year Pokémania goes supernova. It kicks off with Pokémon: The First Movie and gets ever hotter with more games, trading cards, comics and toys blazing through to Christmas and way beyond. We've got everything you need to know about all of it right here. All you need are pockets big enough to fit everything in!

POH-KAY-MON

For new kids on the Pok, that's how you pronounce it. And whether you're talking about the game, cartoon or any other Poké product, it's all about one thing - monsters. The ones you see on our cover and throughout the magazine. There're 151 types and they come in all shapes and sizes - the tallest is nearly 29 feet, the shortest only eight inches - and the aim is to catch them. All of them! With a Poké Ball, a device that traps a Pokémon inside. Then they fit in your pocket, and that's where the name comes from. It means Pocket Monsters!

GOTTA CATCH 'EM ALL!

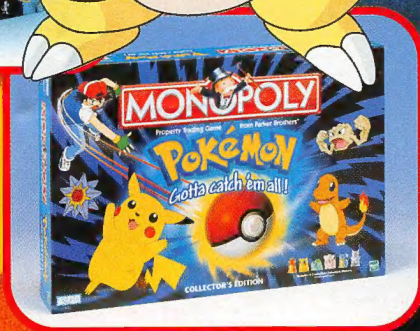
More than a motto, it's the way of the Pokémانيac. And there's loads of methods to go about it. Catch them yourself on Game Boy and train up an elite collection to beat anyone else's in on-screen monster battles. Catch episodes of the cartoon and you can follow the adventures of Ash,



who travels the globe battling other trainers in an effort to become best in the World. Collect the trading cards and catch rare ones to build up an awesome deck that can trump other peoples' packs. But it's not all battling. If you just like the monsters, catch the toys. That's a big part of Pokémon too. But each range sells so fast, that catching your favourite characters on the shelves can be almost as hard as in the game.



STARTS HERE!



HATCHING A POKÉPLAN

So what started the whole Poké craze off? The cartoon series? The videogame? In fact, it's all the brainchild of one man, Satoshi Tajiri. Living outside Tokyo as a kid, Satoshi used to collect insects in the fields and rivers around his home, looking for beetles under rocks, or crayfish in the water, and keeping his prizes in matchboxes. His friends used to call him Mr Bug.

But as he grew older, the city sprawled out, paving over the bug-filled countryside with shopping malls and arcades. So Satoshi got into videogames and started his own company, Gamefreak. Then in 1991, while playing Game Boy, he got the idea of transferring collected bugs from one Game Boy to another through the link cable. And so Pokémon was hatched.

It took Satoshi six years to create the game. His company almost went broke and his workers quit when he couldn't pay them. Worse, by the time he'd finished,

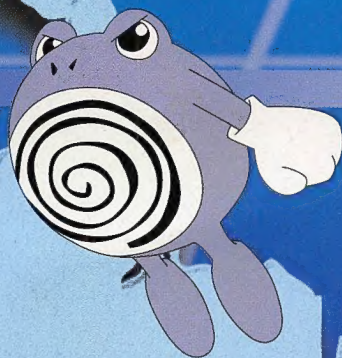
Game Boy was old news. Everyone was playing new machines like PlayStation. Nintendo released the game, but no-one thought it would be anything big. But because Game Boy and Pokémon were so cheap, kids bought it. And kept buying it. Pokémon became the No.1 game in Japan. Game Boy became super-cool again. Virtual Pets became a craze. So Nintendo brought out the Pokémon cartoon. It instantly became the top kids' show. The same in America last year and now Pokémania's hit the UK too!

POKÉMON'S EVOLVING!

But the Pokéfun's only just begun. Just like the monsters themselves, this year all the Poké parts are evolving into bigger beasts. The videogame gets super-cool Nintendo 64 companions. The cartoon gets its biggest and baddest episode as an awesome double-decker big-screen movie. And the smash-hit trading cards get excellent expansion sets giving you all 151 Pokémon. So you really can catch 'em all! If you ain't Pokébananas yet, you will be when you've seen what's in the rest of the Poképages...



POKÉMON



DA POKÉMON PHENOMENON!

Witness how the Pokémon Invasion has taken over the World!

Amazing to think a little Game Boy cartridge can pack more punch than a pack of pickled Pikachus at a Power Station, but it has electrified the Earth with excitement! And Pokémon power is growing.



They're building a Pokémon themepark in Japan.

You can buy Pokémon Fish Spice in Japan!

The cartoon's soundtrack CD has sold over a million copies in Japan.

Flying non-stop from San Francisco to Tokyo, Nippon Airways has jumbo jets decked out with Pokémon livery.

50% of Japanese 7-12 year olds are Pokémon players.

One special-effects packed episode of Pokémon sent 700 Japanese kids to hospital. Now it's banned!



By September '96 the game had sold over a million copies in Japan. Then in October, the new Blue version (water-themed, to go with Green's plant and Red's fire) was advertised on mail order. Nintendo expected 20,000 bookings, they got 600,000. One year after launch, Pokémon had sold over three million. That's when the cartoon hit Japanese tellies. Within six months, Pokémon sales doubled again and the cartoon was being watched by a fifth of all Japanese viewers!



When the Red and Green versions - yep, those were the original colours - were first released in Japan on February 26th 1996 no-one noticed, but sales kept growing. One month later it had already sold 350,000 copies. That's when rumours of a super-secret 151st Pokémon surfaced. It was called Mew and it was for real. 3,000 kids were invited to attend a special downloading ceremony. 78,000 turned up!

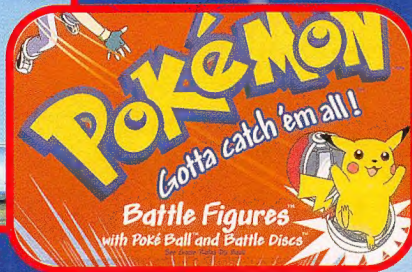
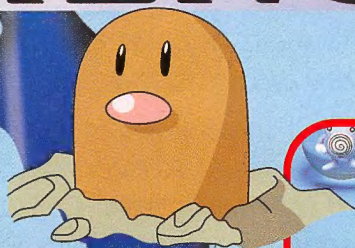
You can go on a Pokémon Cruise Liner. Want to convince your parents? Check out www.travelwise2000.com

With nearly ten million Game Boy Pokémons sold, July 1998 saw the Japanese release of Pokémon: The First Movie. It was the second biggest film of the year over there, beaten only by Titanic. Pokémon Pikachu, Stadium and Game Boy Yellow (the electric version) all arrived. Then, in September '98 the cartoon hit America. It became the No. 1 kids show within five weeks (only Teenage Mutant Ninja Turtles matches that). Red and Blue on Game Boy followed and have sold nearly eight million copies in the US.

An Australian fan sent Nintendo ten dollars because he felt he hadn't spent enough money buying the game.



PHENOMENON



Thanks to Pokémon, Game Boy sales in America have quadrupled!

44,000 Pokémaniacs descended on Minneapolis for the Pokémon League Training Tour '99.

The first copies of Pokémon arrived in the UK ferried in on huge Pokémon trucks.

Last summer, Pokémon toys outsold Phantom Menace toys five to one at FAO Schwartz, New York's biggest toy shop.

There's over 1,000 Pokémon-related products. Even a special Pikachu VW Beetle.

US Customs raided a New Jersey warehouse and seized \$250,000 of fake Pokémon goods.

Then last year, US Pokémania really took off. Pokémon Snap came out on N64, and kids could print out their Pokémon photos at special Snap Stations in Blockbuster video stores. Pokémon Pinball became the fastest-selling Game Boy title ever. Then Pokémon: The First Movie was released in America. Six Pokémon jumbo jets landed in New York with limited edition trading cards - one to go with every movie ticket sold.

There're over 11,000 Pokémon websites.



Warner Brothers phone lines had to be closed as 70,000 fans rang trying to win tickets to the premiere. The movie made \$25 million in its first two days and beat The Lion King for the biggest opening of an animated film ever. Then in October '99, Pokémon Red and Blue arrived in the UK.



GOTTA WATCH

THE GOOD GUYS

ASH KETCHUM

A 10-year old boy who wants to train to be the World's No.1 Pokémon master.

PIKACHU

Ash's favourite Pokémon. He's no ordinary Pikachu, this loyal buddy won't get in his Poké Ball.

BROCK

The leader of the Pewter City Gym and an expert Poké breeder. Brock specialises in Rock Pokémon.

MISTY

The leader of the Cerulean City Gym, she specialises in water Pokémon and hates bugs!

PROFESSOR OAK

The World's leading expert in Pokémon. The Pokémon Prof. gives Ash his first Pokémon.

It's the most popular cartoon ever made. Can you afford to miss an episode?

We didn't think you did. So here's a complete guide to every episode you can see on telly right now. Complete with the first appearances of every Pokémon that's appeared in them. Plus, the plots of some episodes that never made it to TV. Look out later this year, for the full set released on video, as well as more new episodes on telly in the autumn.



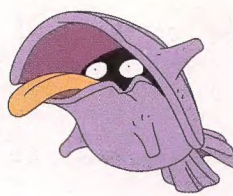
EPISODE 1

POKÉMON, I CHOOSE YOU!

In Pallet Town, all the 10 year old kids are eligible to receive their first Pokémon. Ash Ketchum is one of the hottest Pokémaniacs, but on the big day he oversleeps. Professor Oak only has one Pokémon left, rare, but fiery Pikachu. Only when Ash saves Pikachu from a flock of wild Spearow do the two become good buddies.

FIRST APPEARANCE: Ash, Bulbasaur, Charmander, Dodrio, Gary, Gengar, Gyarados, Magikarp, Mankey, Misty, Nidorino, Onix, Pidgey, Pikachu, Poké Ball, Professor Oak, Rattata, Sandshrew, Spearow, Squirtle.

'EM ALL!



EPISODE 2

POKÉMON EMERGENCY

After the encounter with the flock of Spearow, Pikachu is seriously hurt. Ash meets Misty, who tells of him about a place that can help, the Pokémon centre in Viridian City. As Pikachu is being healed, the evil Team Rocket show up to steal Pokémon and destroy the place. Only Pikachu and some new friends can save the day.

FIRST APPEARANCE: Caterpie, Chansey, Ekans, Goldeen, James, Jesse, Koffing, Meowth, Nurse Joy, Officer Jenny, Pokémon Centre.

EPISODE 3

ASH CATCHES A POKÉMON

Leaving the city, Ash, Pikachu and Misty head into Viridian Forest, where Ash captures his first Pokémon - a Caterpie! Unfortunately Misty can't stand bugs. Team Rocket return, only now they intend on stealing Pikachu. Luckily little Caterpie beats their Pokémon, and his experience allows him to evolve into a Metapod!

FIRST APPEARANCE: Beedrill, Butterfree, Metapod, Pidgeotto.

EPISODE 4

CHALLENGE OF THE SAMURAI

Journeying through Veridian Forest, our heroes are challenged by a Samurai who battles all trainers that pass. Their battle is interrupted by a swarm of Beedrills who kidnap Ash's Metapod. During the rescue, Team Rocket show up, disturbing the swarm. But Ash's Metapod evolves into a Butterfree and puts them to sleep.

FIRST APPEARANCE: Kakuna, Pinsir, Weedle.

EPISODE 5

SHOWDOWN IN PEWTER CITY

Arriving at Pewter City, our gang learn from an old man called Flint that Ash must earn badges by beating Gym Leaders. The local leader, Brock, beats Ash but Flint helps Ash train Pikachu up for a winning rematch. Turns out Flint is Brock's long lost dad who agrees to look after Brock's family and Gym so he can join Ash!

FIRST APPEARANCE: Brock, Geodude, Gym Badge.

EPISODE 6

CLEFAIRY AND THE MOONSTONE

Ash and co arrive at Mt Moon and enter the caves underneath. Finding injured Pokémon they learn that Team Rocket are inside looking for the legendary Moonstone that can evolve special Pokémon. With the help of some Clefairs, our heroes beat Team Rocket and watch the Moonstone's magic in action!

FIRST APPEARANCE: Clefable, Clefairy, Paras, Staryu, Zubat.

EPISODE 7

THE WATER FLOWERS OF CERULEAN CITY

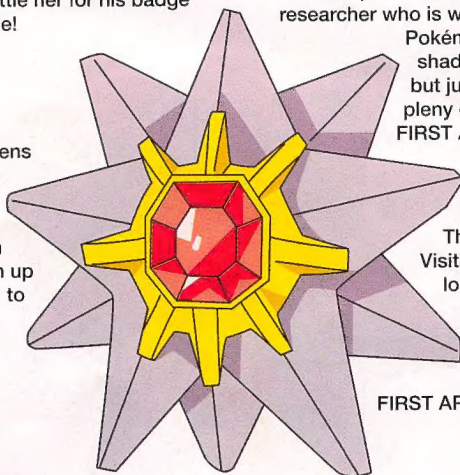
After his next badge, Ash wants to battle the Gym Leader of Cerulean City. But Misty doesn't want to go there and leaves them. When Ash enters the Gym he finds it's a giant aquarium run by three sisters - and one of them is Misty! Before he can battle her for his badge though, Team Rocket arrive to cause trouble!

FIRST APPEARANCE: Seel, Starmie.

EPISODE 8

THE PATH TO THE POKÉMON LEAGUE

With two badges, over-confident Ash happens across the unofficial gym of AJ, a fierce trainer who has never lost any of his 98 fights. He intends on travelling to get his badges, but first wants to get his 100th win against Ash. That's when Team Rocket turn up and kidnap AJs Sandshrew. He beats them to get that win!



EPISODE 9

THE SCHOOL OF HARD KNOCKS

Lost in a thick misty woodland, our heroes stumble across Pokémon Seminar, a snobby school for rich kids that lets them qualify for the Pokémon League without actually being tested. Team Rocket were it's worst students! Misty loses to their snooty leader, Giselle, but Ash shows her what being a true trainer is about.

FIRST APPEARANCE: Cubone, Graveler, Weepinbell.

EPISODE 10

BULBASUR AND THE HIDDEN VILLAGE

More lost than ever, Ash and co happen upon a village of abandoned Pokémon who are cared for by a girl called Melanie. While they help her, Team Rocket show up and try to kidnap the Pokémon. Together, Ash and Melanie's Pokémon defeat the badguys and Ash gets to train her prize Bulbasaur.

FIRST APPEARANCE: Oddish.

EPISODE 11

CHARMANDER - THE STRAY POKÉMON

While crossing a mountain pass, our gang find a lone waiting Charmander. Ash tries to capture it, but fails. At a Pokémon Centre they meet Daisuke, the owner who boasts that he's abandoned it. They head back to rescue it, but Team Rocket try to kidnap Pikachu. Charmander saves him and lets Ash become his new owner.

EPISODE 12

HERE COMES THE SQUIRTLE SQUAD

Tricked by Team Rocket, a gang of mischievous Squirtles capture Pikachu and lock him up. Team Rocket then double-cross the Squirtles and start a forest fire. They manage to stop the blaze and Ash saves the Squirtle leader who joins his gang.



EPISODE 13

MYSTERY AT THE LIGHTHOUSE

Ash and pals arrive at a lighthouse run by Bill, a top Pokémon researcher who is waiting for the coming of a never before seen Pokémon he's been communicating with. Soon, the shadow of the giant monster appears in the sea mist, but just before it arrives, Team Rocket appear causing plenty of mischief.

FIRST APPEARANCE: Krabby.

EPISODE 14

ELECTRIC SHOCK SHOWDOWN

The travelling heroes arrive at Vermillion City. Visiting the Pokémon Centre, they're shocked to find loads of Pokémon injured by the local Gym Leader, Lt Surge. His Raichu is a powerful electric Pokémon and it beats Pikachu badly too. Offered the chance to evolve into a Raichu too, Pikachu refuses. It wants to win through skill!

FIRST APPEARANCE: Raichu.

EPISODE 15

BATTLE ABOARD THE ST ANNE

Our heroes are invited to a special Pokémon Trainer party aboard a luxury cruise liner. As Ash trades his Butterfree for a gentleman's Raticate, Team Rocket appear revealing they'd organised the party to steal everyone's Pokémon. Ash rallies all the trainers to beat the bad guys but the battle causes the ship to start sinking!

FIRST APPEARANCE: Mystery Boss, Persian, Raticate.

EPISODE 16

POKÉMON SHIPWRECK

As the St Anne sinks, the good guys and Team Rocket have to work together to escape the sinking vessel. Flung into the sea, James causes his Magikarp to evolve into a giant fearsome Gyarados which sucks them up in a tornado. Eventually they're flung out on a strange desert island.

EPISODE 17

ISLAND OF THE GIANT POKÉMON

Landing on a mysterious tropical island inhabited by massive Pokémon, Ash is separated from Pikachu and his Poké Balls that contains Charmander, Squirtle and Bulbasaur. Likewise, Team Rocket have lost their Pokémon. Frantically, as the two parties start searching for each other they uncover the island's secret - it's a robot theme park!

BANNED! EPISODE 18

HOLIDAY IN ACAPULCO

You'll never see this one, cos it was deemed too saucy for UK telly! Ash and co take a break at a seaside resort and rent a yacht. However, after a prang with Team Rocket's mini-submarine, they're forced to work at the owner's restaurant to repair the damage. Team Rocket join forces with the rival café, causing damage, and the dispute has to be decided in a Suntanned Beauties and Pokémon contest. Only Team Rocket's James enters too, complete with inflatable breasts!

FIRST APPEARANCE: Slowbro, Slowpoké.

EPISODE 19

TENTACOOOL AND TENTACRUEL

Journeying to a ferryport, our heroes meet a property owner who plans to build a luxury hotel on a coral reef where Tentacool and Horsea live. When Team Rocket try to get rid of the Tentacool, one transforms into an angry Tentacruel which starts smashing the city. Too powerful to fight, Misty and her water Pokémon try to calm it.

FIRST APPEARANCE: Tentacool, Tentacruel.



EPISODE 20

THE GHOST OF MAIDEN'S PEAK

Ash and co arrive at a small town in time to join its summer festival. Unfortunately Team Rocket turn up too looking for a fast buck. Both Brock and James fancy a beautiful girl who is said to be a 2,000 year old ghost looking for her lost love. But the secret turns out to be far spookier... she's a Gastly in disguise!

FIRST APPEARANCE: Gastly.

EPISODE 21

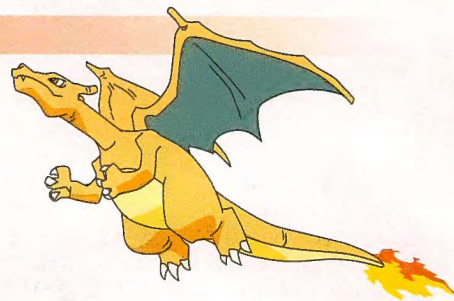
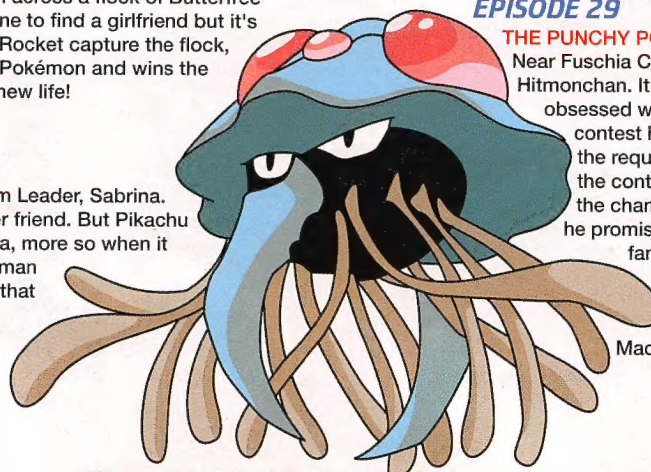
BYE BYE BUTTERFREE

Following a cliff edge, Ash's gang happen across a flock of Butterfree during mating season. Ash releases his one to find a girlfriend but it's rejected by a pink butterfly. When Team Rocket capture the flock, Ash's Butterfree bravely saves his fellow Pokémon and wins the heart of its love. Then it leaves Ash for a new life!

EPISODE 22

ABRA AND THE PSYCHIC SHOWDOWN

Arriving at Saffron City, Ash faces the Gym Leader, Sabrina. They agree if she wins they have to be her friend. But Pikachu is helpless against her super-psychic Abra, more so when it transforms into a Kadabra. A mysterious man saves them from her trickery and reveals that psychic Pokémon can only be beaten by ghost Pokémon.



FIRST

APPEARANCE:

Abra, Kadabra.

EPISODE 23

THE TOWER OF

TERROR

Ash heads for Pokémon Tower in Lavender Town looking for his much needed ghost Pokémon. But Team Rocket are lying in wait until super-spooky trio - Gastly, Haunter and Gengar - frighten them. Ash soon finds out the ghosts were only playing around and Haunter joins his Pokémon.

FIRST APPEARANCE: Haunter.

EPISODE 24

HAUNTER VERSUS KADABRA

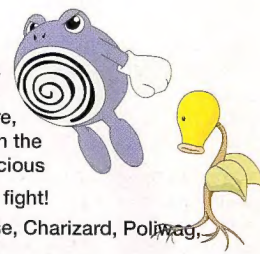
When Ash returns to Saffron City to face Sabrina, his ghost Pokémon has gone missing. Humiliated he leaves Brock and Misty behind, who are turned into dolls by Sabrina. Luckily Haunter returns at the last minute and makes Sabrina laugh until she gives in. Cheered up she releases everyone and gives Ash his badge.

EPISODE 25

PRIMEAPE GOES BANANAS

Heading to Celadon City, Ash and co encounter a Mankey that steals Ash's hat. Trying to get it back they annoy the Pokémon and, when Team Rocket interfere, it turns into a tough and testy Primeape! In the end, Ash has to face and capture the ferocious creature with his trusty Charmander. Let's fight!

FIRST APPEARANCE: Bellsprout, Blastoise, Charizard, Poliwhar, Poliwhirl, Primeape.



EPISODE 26

POKÉMON SCENT-STATION!

Arriving at Celadon City, the gang head to the massive department store where Ash is thrown out for being rude about the perfume. Turns out the special scent is made in the Gym and Ash is banned from there too! In the end he has to sneak into the Gym disguised as Ashley - a girl!

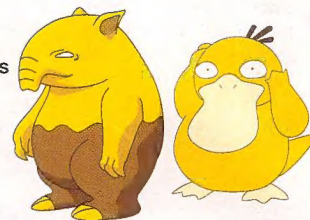
FIRST APPEARANCE: Gloom, Grimer, Exeggcute, Tangela, Vileplume.

EPISODE 27

HYPNO'S NAPTIME

Ash's team arrive in a town where kids have gone missing and Pokémon seem really dozy. They try to uncover the secret, but Team Rocket want to know it too. Turns out a Hypno is behind it all. In the end Ash uses a Drowzee to counteract Hypno's sleep wave. Misty adopts a Psyduck which she doesn't like.

FIRST APPEARANCE: Drowzee, Hypno, Psyduck.



EPISODE 28

POKÉMON FASHION FLASH

Brock wants to visit a friend of his, Suzie, three times winner of the Pokémon Breeder Contest and owner of a beauty salon. However, a new store, Double Trouble, is in town and its madcap fashion is making big profit and upsetting regular shop owners. You guessed it, Team Rocket run the store and have a vile scheme...

FIRST APPEARANCE: Nidoran (female), Venonant, Vulpix.

EPISODE 29

THE PUNCHY POKÉMON

Near Fuschia City, Ash encounters a Hitmonchan. It's owned by a trainer who's so obsessed with winning a Pokémon fighting contest he's neglecting his family. On the request of her daughter, Ash wins the contest with his Primeape and gives the champion Pokémon to the trainer if he promises to spend time with his family.

FIRST APPEARANCE: Hitmonchan, Hitmonlee, Machop, Poliwhar.

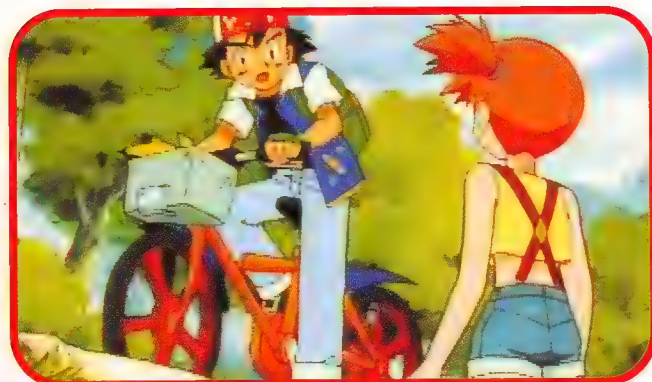


EPISODE 30

SPARKS FLY FOR MAGNEMITE

Arriving at the polluted Gringy City, Ash is worried about Pikachu's sparking cheeks. Turns out they're symptoms of a cold and their magnetic field is attracting a Magnemite. This magnetic Pokémon attempts to save Pikachu when our heroes are trapped at a nearby power plant by the local Grimer population and a Muk.

FIRST APPEARANCE: Fearow, Growlithe, Magnemite, Magnetron, Muk.



EPISODE 31

DIG THOSE DIGLETTs

Attracted by an explosion, Ash and co happen across the construction of a giant dam, but its progress is being hindered by a family of Diglett. The devious foreman offers a luxury award to anyone who can get rid of the Diglett, but it turns out they're just trying to protect their home from being flooded if the dam is built.

FIRST APPEARANCE: Arbok, Diglett, Dugtrio, Weezing.



EPISODE 32

NINJA POKÉ-SHOWDOWN

Looking for the Fuschia Gym, our gang happen across a hidden ninja base filled with traps and Voltorbs. The two ninja owners seem unbeatable and trouble really heats up when Team Rocket arrive. Suddenly Misty's Psyduck reveals its true power and saves the day. And it turns out this was the Fuschia Gym, winning Ash his badge!

FIRST APPEARANCE: Golbat, Venomoth, Voltorb.

EPISODE 33

THE FLAME POKÉMON-ATHON!

Our heroes arrive at a Pokémon Ranch where they befriend the Laramie family. But a Team Rocket attack injures their daughter, preventing her from riding her Ponyta in the annual race. Ash takes her place against his friends, the Rockets and the Ponyta evolves into a Rapidash, winning the race!

FIRST APPEARANCE: Electrode, Nidorina, Ponyta, Rapidash, Rhyhorn, Sandslash, Tauros.

EPISODE 34

THE KANGASHAN KID

In the middle of a jungle, Ash and co happen across a pack of Kangashan lead by a boy called Tomo. Turns out he was lost by his parents and has their wild protector. Ash reunites the kid with his parents and stops Team Rocket too, who are in the jungle poaching Pokémon.

FIRST APPEARANCE: Kangashan, Victreebel.

BANNED! EPISODE 35

THE LEGENDARY DRATINI

Another episode we won't get to see here, this time because it's too violent. Ash and the gang arrive at the Safari Zone aiming to catch loads of Pokémon. When Ash questions the old Game Warden about the legendary Dratini, he threatens them with a gun. Team Rocket turn up and force Dratini's location out of him. Ash manages to stop them at the last second, when they try to force it out of hiding with a time-bomb.

EPISODE 36

THE BRIDGE BIKE GANG

Our heroes need bikes to cross a 20 kilometre bridge. Unable to afford them, they take jobs as bike couriers, delivering medicine. Unfortunately they get stopped by a bike gang that Team Rocket used to be members of. Ash and Misty soon impress them though, by leaping a huge gap!

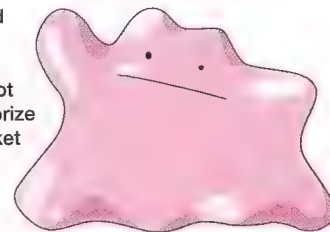
FIRST APPEARANCE: Cloyster, Golem, Shellder.

EPISODE 37

DITTO'S MYSTERIOUS MANSION

Seeking shelter from the rain, our heroes find themselves in Copycat House, home of the trainer Morpho and his shape-shifting Ditto. Ash challenges Morpho, his Pokémon can not only look like Ash's but fight better! Such a prize Pokémon is obviously something Team Rocket soon come after.

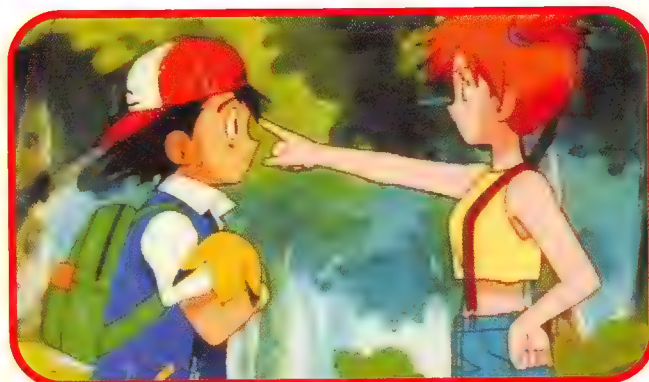
FIRST APPEARANCE: Ditto.



BANNED! EPISODE 38

ELECTRONIC HERO PORYGON

This is the infamous episode that gave 700 Japanese viewers seizures! Now you can find out why. Everyone's Poké Balls are malfunctioning. Why? Team Rocket have hacked into a computer system, switching off the Poké transfer and stealing the rare computer-generated Porygon. During a battle to recover it, Porygon unleashes a high frequency flashing eye beam, affecting kids sitting too close to the screen. A real Pokémon attack!



EPISODE 39

PIKACHU'S GOODBYE

While resting in a forest, Pikachu discovers a wild group of his species and runs off to play with them. Team Rocket can't believe their luck and catch the whole lot in a big net but Ash's Pikachu breaks them all free. When it comes to leave, Pikachu decides to stay with Ash.





EPISODE 40

THE BATTLING Eevee BROTHERS

Outside Stone Town, Misty find an Eevee tied to a tree. The group find the trainer's address and investigate. Turns out he was hiding the Eevee from his older brothers, who want to see it evolved. When Team Rocket turn up, Eevee beats them and the brothers respect that it's fine just the way it is.

FIRST APPEARANCE: Eevee, Exeggutor, Flareon, Jolteon, Ninetales, Vaporeon.



EPISODE 41

WAKE UP SNORLAX!

Our heroes hungrily arrive at a village but there's no food anywhere! The village elder explains a drought has stopped the harvest, even though it keeps raining. Ash and friends discover a sleeping Snorlax is blocking the river and they need a Pokéflute to wake it up.

FIRST APPEARANCE: Pokéflute, Snorlax.

EPISODE 42

SHOWDOWN AT DARK CITY

Arriving at Dark City our heroes find the streets deserted. Turns out the owners of the city's two gyms compete in big street battles and Ash gets caught up in the action. An official Pokémon League official decides Ash should instruct the Gym Leaders on how to train properly.

FIRST APPEARANCE: Electabuzz, Kingler, Nidoqueen, Scyther.

EPISODE 43

THE MARCH OF THE EXEGGUTOR SQUAD

Taking a break at a carnival the gang find a useless magician. They agree to help him make a Pokémon magic show and he tricks Ash into catching a batch of Exeggutors that could hypnotise the crowd into watching. But it all spells trouble and Charmander battles the Exeggutors, evolving into a Charmander.

FIRST APPEARANCE: Charmeleon, Venusaur.

EPISODE 44

THE PROBLEM WITH PARAS

After Meowth's coin starts flashing red, Team Rocket are worried he's going to die. A helpful girl cures Meowth; who falls in love with her.

When Ash fails to help her evolve her Paras, Meowth train it.

Now when it faces Ash's Charmeleon, it beats him with ease.

FIRST APPEARANCE: Parasect.

EPISODE 45

THE SONG OF JIGGLYPUFF

Our heroes arrive at Neon City, where everyone parties 24 hours a day. Problem is, all this fun makes them tired and irritable. When the gang look for a break in a nearby forest they find a Jigglypuff. If they could get it to sing its sleep-inducing lullaby they could use it on Neon City.

FIRST APPEARANCE: Jigglypuff.

EPISODE 46

ATTACK OF THE PREHISTORIC POKÉMON

Ash and co find loads of people heading to Grampa Canyon. It seems there's Pokémon fossils causing a Pokémon excavation boom. During a battle with Team Rocket, an explosion wakes a Pokémon previously thought extinct - the fearsome Aerodactyl. Ash also finds a prehistoric egg.

FIRST APPEARANCE: Aerodactyl, Kabuto, Kabutops, Omanyte, Omastar, Togepi Egg.

EPISODE 47

A CHANSEY OPERATION

A road accident results in loads of injured Pokémon. To cope with numbers, some of them are put in a human hospital and the doctor recruits Ash and co as his assistants. Team Rocket are around too, hoping to capture so many Pokémon when they're weak.

FIRST APPEARANCE: Ivysaur, Nidoran (male)

EPISODE 48

HOLY MATRIMONY

Team Rocket's James is kidnapped by his wealthy parents for a marriage to his old girlfriend Jessebell. After James reveals the tough time he had as a kid, Pikachu joins forces with James' pet Growlithe to help free his master.

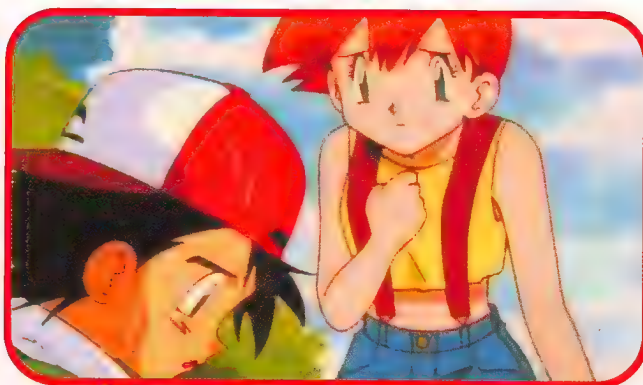
FIRST APPEARANCE: Jessebell.

EPISODE 49

SO NEAR, YET SO FARFETCH'D

A sneaky trainer is sending his super-rare Farfetch'd out to steal Pokémon for his collection. It tricks Team Rocket and even Misty but her Psyduck helps capture him. Turns out the trainer thought his Farfetch'd wasn't tough enough to battle but it proves itself in a battle against Bulbasaur.

FIRST APPEARANCE: Farfetch'd.



EPISODE 50

WHO GETS TO KEEP TOGEPI?

Ash's newly upgraded Pokédex has info on a new Pokémon. Then Team Rocket steal Ash's prehistoric egg. Tracking it down, Meowth hatches it to reveal the new Pokémon - Togepi. All the trainers battle for possession and Ash wins but Togepi chooses Misty.

FIRST APPEARANCE: Togepi.



EPISODE 51

BULBASUR'S MYSTERIOUS GARDEN

Ash's Bulbasaur is acting strangely. It has to attend a secret Bulbasaur evolution festival but doesn't want to evolve even when ordered by a Venusaur! When Bulbasaur rescues all the Ivysaurs from the hands of Team Rocket though, it earns the Venusaur's respect.

FIRST APPEARANCE:

BANNED! EPISODE 52

PRINCESS VS PRINCESS

This episode isn't so much banned, as not being released because the makers think it's too Japanese for UK viewers. Girl's Day is a special holiday where boys have to do everything girls say. During a tiring shopping trip, Team Rocket's Jesse and Misty go face to face in a Pokébattle to win some Pokémon Dolls. See? Doesn't make any sense.

BANNED! EPISODE 53

THE PURR-FECT HERO

Another 'too Japanese for UK Pokémaniacs' episode. Children's Day is another big Japanese holiday. Ash and co help a local school teacher entertain the kids with their Pokémon but Team Rocket turn up disguised as magicians. In the end a wild Meowth arrives to save the day.

EPISODE 54

THE CASE OF THE K-9 CAPER!

Growlithes are being trained as Police Pokémon but Team Rocket use trickery to impersonate the police, getting the Growlithes to work for them! Of course, it isn't long before the doggy Pokémon cotton on and turn on the bad guys.

EPISODE 55

POKÉMON PAPARAZZI

A top Pokémon photographer is following Ash and the gang around, snapping everything they do. It turns out he's been hired by Team Rocket to capture Pikachu. They didn't realise he meant 'capture' it on film. When the mistake is exposed, Todd jumps in to help Ash.

FIRST APPEARANCE: Todd.

THE POKÉMON RAPI!

Want to sing along to the opening titles.
Here's the words...

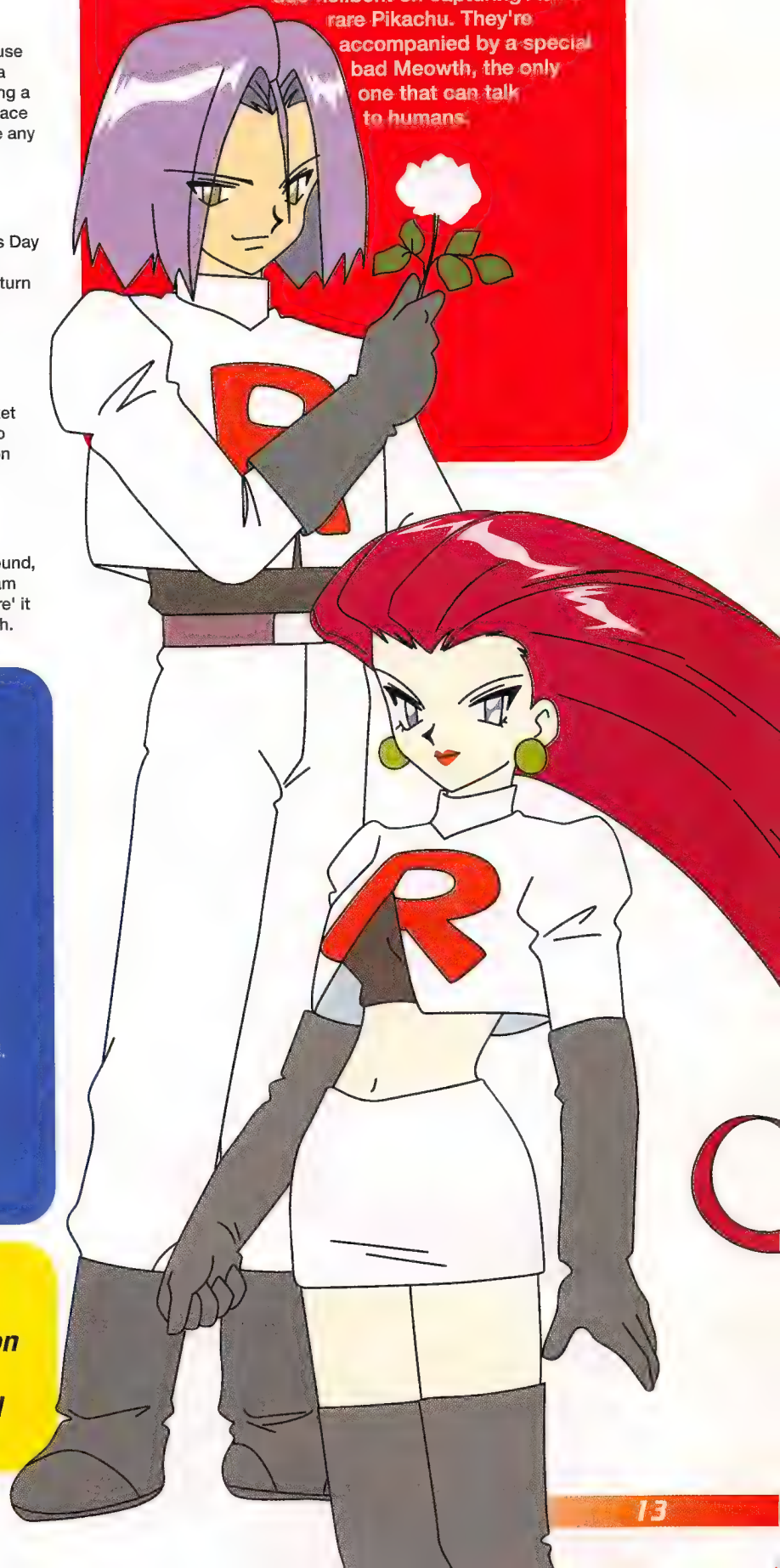
I wanna be the very best, like no one ever was.
To catch them is my real test, to train them is my cause,
I will travel across the land, searching far and wide,
These Pokémon to understand, the power that's inside.
Pokémon...gotta catch 'em all!
It's you and me, I know it's my destiny Pokémon...
Oh..you're my best friend, in a world we must defend.
Pokémon...gotta catch 'em all!
A heart so true, our courage will pull us through!
You teach me and I'll teach you! Pokémon!
Gotta catch 'em all.

You can catch Pokémon on CiTV at around 3.40pm on Mondays, Wednesdays and Fridays. On SMTV on Saturday morning. And on Sky One every weekday at 4pm and weekend mornings at 8am.

THE BAD GUYS

TEAM ROCKET

Although it's a big criminal organisation, we often only meet James and Jesse, a cocky boy girl duo hellbent on capturing Ash's rare Pikachu. They're accompanied by a special bad Meowth, the only one that can talk to humans.



POCKET MONS

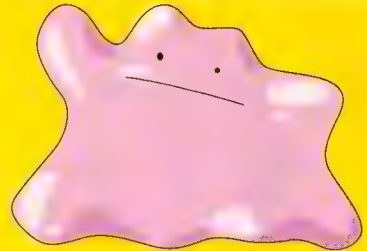
Cool Pokémon goods. Catch 'em all, if you're loaded!



INTERACTIVE PICKACHU

The more you talk, the chattier it gets. Has moving ears and mouth and cheeks that light up.

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POKÉ BALL

Cuddly Poké Ball that unzips to become one of 18 Pokémon!

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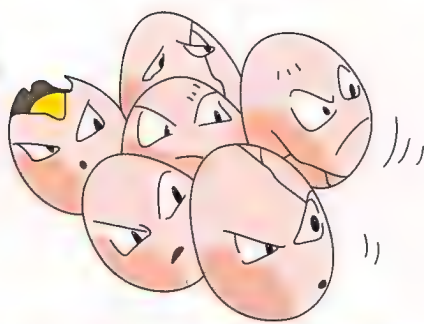
POWER BOUNCERS

Super bouncy ball with the most sought after Pokémon inside.

12 to collect!
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Roll cool Pokémon dice and beat your friends in this ace game.

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Fire a mini-Poké Ball and capture your three Pokémon.

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MASTER TRAINER GAME

Take on your friends and prove you're the best in this top board game.

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ELECTRONIC POKÉMON

Electronic talking, flashing Pokémon. Choose from Charmander, Meowth or Pikachu.

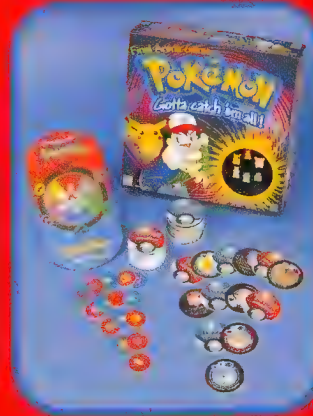
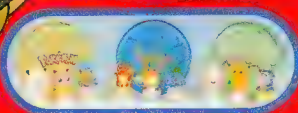
£7.99



ROLL ALONG STAMPERS

Roll them along and stamp out cool Pokémon images. Each storage case has three different creatures.

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POKÉMON FINAL ARENA GAME

Battle it out with cool Pokémon slammers.

£6.99



POCKET MONS

ELECTRONIC PINBALL

Capture Pokémon on your own electronic table with real sound effects from the TV show. £29.99



POKÉMON CAMERA

Take awesome photos and decorate them with Pokémon images. £19.99



FLASHING KEYCHAINS

Twist a secret button to make your Pokémon flash. Collect Pikachu, Psyduck, Jigglypuff, Chansey and Squirtle. £3.49



POKÉ BALL FLASHLIGHT

Looks like a Poké Ball. Fires a pinpoint light or broad beam. £9.99



PIKACHU GAMEBOY CARRY CASE

Keep your Game Boy inside Ash's favourite Pokémon. £12.99

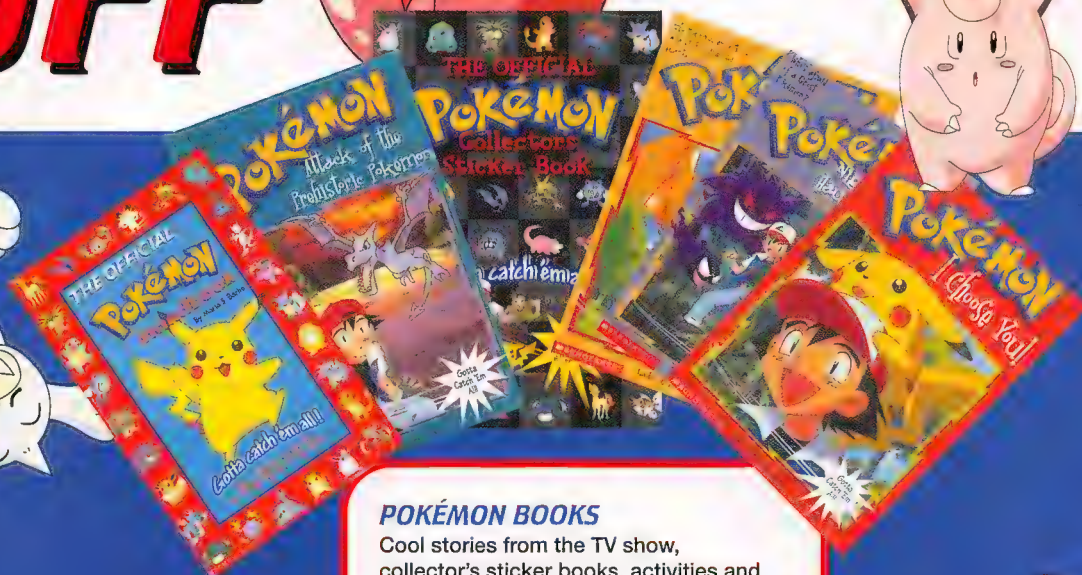


POKÉDEX

Your own Pokémon Encyclopedia packed with info and pics of all 150 monsters. £21.99



TUFF



POKÉMON BOOKS

Cool stories from the TV show, collector's sticker books, activities and even origami. Catch 'em all from £2.99

PIKACHU RADIO-CONTROLLED CAR

Cause mayhem with your own mini version of the famous Pikachu Mobile. £29.99



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Looks just like the real thing but there's a cool electronic game inside! £21.99



POKÉMON PIKACHU

Take Pikachu everywhere you go, just like Ash does. Pikachu is a virtual pet but you don't have to clean up after it and it won't die. Instead, the machine has a special 'pedometer' that builds up energy everytime you walk or run. These 'watts' can be given to Pikachu as a treat or used in a mini-game. The rest of the time, you can watch Pikachu playing, reading and having a bath. The perfect companion. Price £24.99



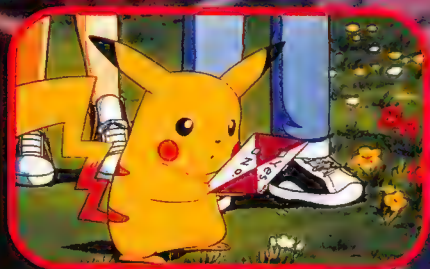
MONSTER MOVIE!

How can the World's hottest cartoon show get any bigger? By competing for hottest blockbuster movie of the year!

Prepare for trouble. Make it double! That's the theme of Pokémon: The First Movie, as it offers double Poké portions of twice-as-cool animated action. There's the double threat of the two scariest Pokémon, locked in mega combat. The doubling up of Ash's Trainers and the evil Team Rocket in an attempt to save the World. There is 2 times as much movie to watch, because Pokémon: The First Movie is a double bill extravaganza. That's twice the slice for half the price. If you've never seen the TV show, you're going to get a double-sized intro to the fun, and the rest of you Pokémaniacs are going to enjoy it doubly so!

THE MOST POWERFUL POKÉMON!

Fans of the TV show will know that Ash has been travelling the World trying to catch every Pokémon there is. As any Trainer knows, the two hardest monsters to snare are Mewtwo at the end of the game, and Mew, who's so rare you have to be given it. Well, Ash gets the chance to confront both of them in the main story of Pokémon: The First Movie.. The epically titled Mewtwo Strikes Back.



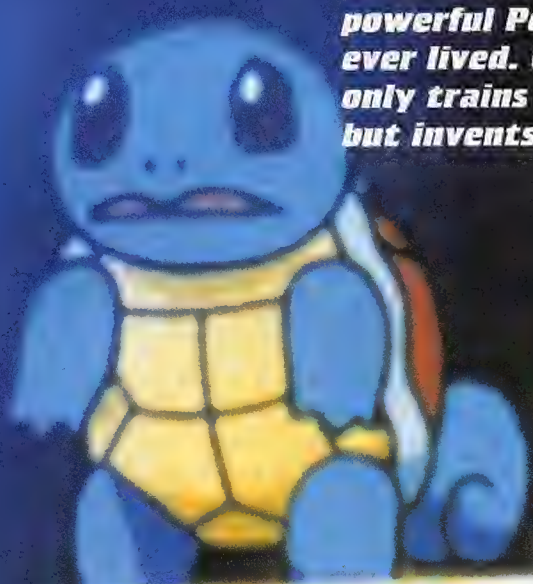
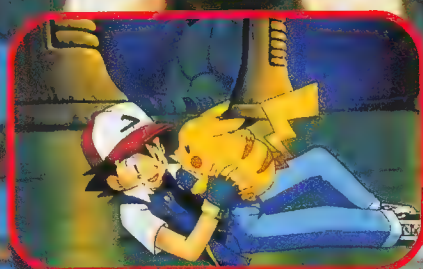
Under the orders of Team Rocket boss, Giovanni, a team of scientist have been secretly working on creating the most powerful Pokémon the World has ever seen. How? From a sample of fossilized hair found in the Amazon Jungle. Hair that belongs to the rarest of all Pokémon - the legendary Mew! Using its DNA, they have bio-engineered Mewtwo but without realising it's awesome power. When Mewtwo awakens it destroys the lab and, furious at being a cloned freak, it swears revenge on all the world.

Where are Ash, Pikachu, Misty and Brock when you need them? Taking a well-earned break, when Ash is suddenly challenged by a trainer. Sending

Pikachu out, he wins easily but it was just a test. A hologram of a girl appears telling our heroes they've been invited to a party at an island palace, hosted by 'The World's Greatest Pokémon Trainer!' They're not the only ones who hear this message. James and Jesse from Team Rocket have been eavesdropping and they decide they want to go too.

At the ferryport, Ash and co meet all the other trainers invited to the party but a freak hurricane shuts the ferry service. Only the hardest Pokémonians, including Ash, Brock, Misty and Team Rocket use the Pokémon to cross the water. When they get to the castle they meet Joy, the girl from the message. She introduces them all to their host, the greatest Pokémon trainer in the World, none other than Mewtwo! The most powerful Pokémon that ever lived. One that not only trains Pokémon but invents them too.

His plan is to clone every Pokémon there is and use his super-army to conquer the globe! Can our heroes stop him? And will we finally get to see the mysterious Mew (yes). Excited yet?



MONSTER MOVIE!

HOLIDAY MOVIE

There's more! Before the epic Mewtwo Strike Backs there's a brilliant cartoon that some Pokéfans reckon is even better than the action-packed main feature. Pikachu's Vacation stars Ash's favourite Pokémon in its own crazy adventure.

Ash, Brock and Misty's Pokémon decide to take a well-earned holiday and head for Pokémon Park a theme park where trainers aren't allowed and the Pokémon can have all the rest and relaxation they want. Problem is, some Pokémon just can't behave when there's no-one responsible to keep an eye on them.

Pikachu meets some new friends at the park, including two never before seen species - Snubble (looks like a bulldog) and Marril (a balloon-shaped mouse) - but he also meets a gang headed up by the rowdy Raichu. The disturbance wakes up a





baby Togepi and causes Pikachu and Raichu to have a race through the park. Chaos ensues and Charizard ends up with its head stuck in a rock. Doesn't make the slightest sense? Wait until you see it. Pikachu's Vacation will make your brain hurt!

POKÉASTIC TUNES

*Just like the cartoon (and game in fact), **Pokémon: The First Movie** was originally made in Japanese. But the creators have carefully remastered it, not only dubbing the voices in English but even changing signs and street names in the background so we can read everything. What's more, the whole soundtrack has been revamped, adding smash-hit tunes by top pop acts like M2M, Christina Aguilera, Emma Bunton and Britney Spears. When the album was released in America it was an instant chart-topper and it's just been released over here.*

***Pokémon: The First Movie** hits cinemas on April 14th. You can check out the official website at*

www.pokemonthemovie.com.



GOTTA CATCH



That's the aim of the game and the Pokédex info in here tells you all about every Pokémon in existence. Study the info and become a Pokémon Expert.

Whether you play the game or just watch the TV show, mark off every Pokémon you see or catch. When you've marked them all off, you're a true Pokémon Master!

#01 BULBASAU

TYPE: Seed
ELEMENT: Grass/poison
HEIGHT: 2' 4"
WEIGHT: 15 lbs
EVOLUTION: Ivysaur (level 16)

No-one knows whether Bulbasaur is a plant or animal, as it has features of both. A bulb was planted on its back at birth and as Bulbasaur grows the bulb sprouts into a large leafy plant.

#02 IVYSAUR

TYPE: Seed
ELEMENT: Grass/poison
HEIGHT: 3' 3"
WEIGHT: 29 lbs
EVOLUTION: Venusaur (level 32)

Like Bulbasaur, Ivysaur has two elements (grass and poison), giving it twice as many strengths as weaknesses in battle. As Ivysaur grows, it finds it tougher standing on its hind legs.

#03 VENUSAUR

TYPE: Seed
ELEMENT: Grass/ poison
HEIGHT: 6' 7"
WEIGHT: 221 lbs
EVOLUTION: No more

The ultimate evolution of Bulbasaur, Venusaur's bulb blooms into a flower that absorbs the sun's energy, so it's got to keep moving to find more sunlight. Its Leech Seed technique saps enemy energy too.

#04 CHARMANDER

TYPE: Lizard
ELEMENT: Fire
HEIGHT: 2' 0 "
WEIGHT: 19 lbs
EVOLUTION: Charmeleon (level 16)

Slow to start, but grows to be one of the toughest Pokémon. Charmander's flaming tail makes it hard to train but it's vital. If the flame goes out, Charmander dies! When it rains, steam shoots from the tip.

'EM ALL!

#05 CHARMELEON™

TYPE: Lizard
ELEMENT: Fire
HEIGHT: 3' 7"
WEIGHT: 42 lbs
EVOLUTION: Charizard (level 36)

Little Charmander grows into this much toastier beast. When it swings its flaming tail, things start hotting up. This Fire Spin technique can strike up to five times before a challenger gets a look in!

#06 CHARIZARD

TYPE: Lizard
ELEMENT: Fire
HEIGHT: 5' 7"
WEIGHT: 200 lbs
EVOLUTION: No more

He's on fire! Super-fiery Charizard gobs flames so super-hot they can melt boulders. So imagine what it can do to ice Pokémon? However, it's not so effective against water types.

#09 BLASTOISE

TYPE: Shellfish
ELEMENT: Water
HEIGHT: 5' 3"
WEIGHT: 189 lbs
EVOLUTION: No more

Super-tough Blastoise gets its name from the two high-pressure water cannons concealed in its big hard shell. These can fire out swimming pool-sized amounts of water every minute!

#11 METAPOD

TYPE: Cocoon
ELEMENT: Bug
HEIGHT: 2' 4"
WEIGHT: 22 lbs
EVOLUTION: Butterfree (level 10)

When Caterpie turns into Metapod it can't move or attack! Don't give up on it. This is a short, essential stage before it transforms into an ace Butterfree. Just protect it from bird-like Pokémon.

#07 SQUIRTLE

TYPE: Tiny turtle
ELEMENT: Water
HEIGHT: 1' 8"
WEIGHT: 20 lbs
EVOLUTION: Wartortle (level 16)

A great starter Pokémon. It's Water Gun attack jets a blast of foam from its mouth and it has a Bubble move that slows up contenders. Maybe cute now, but doesn't stay like that for long.

#08 WARTORTLE

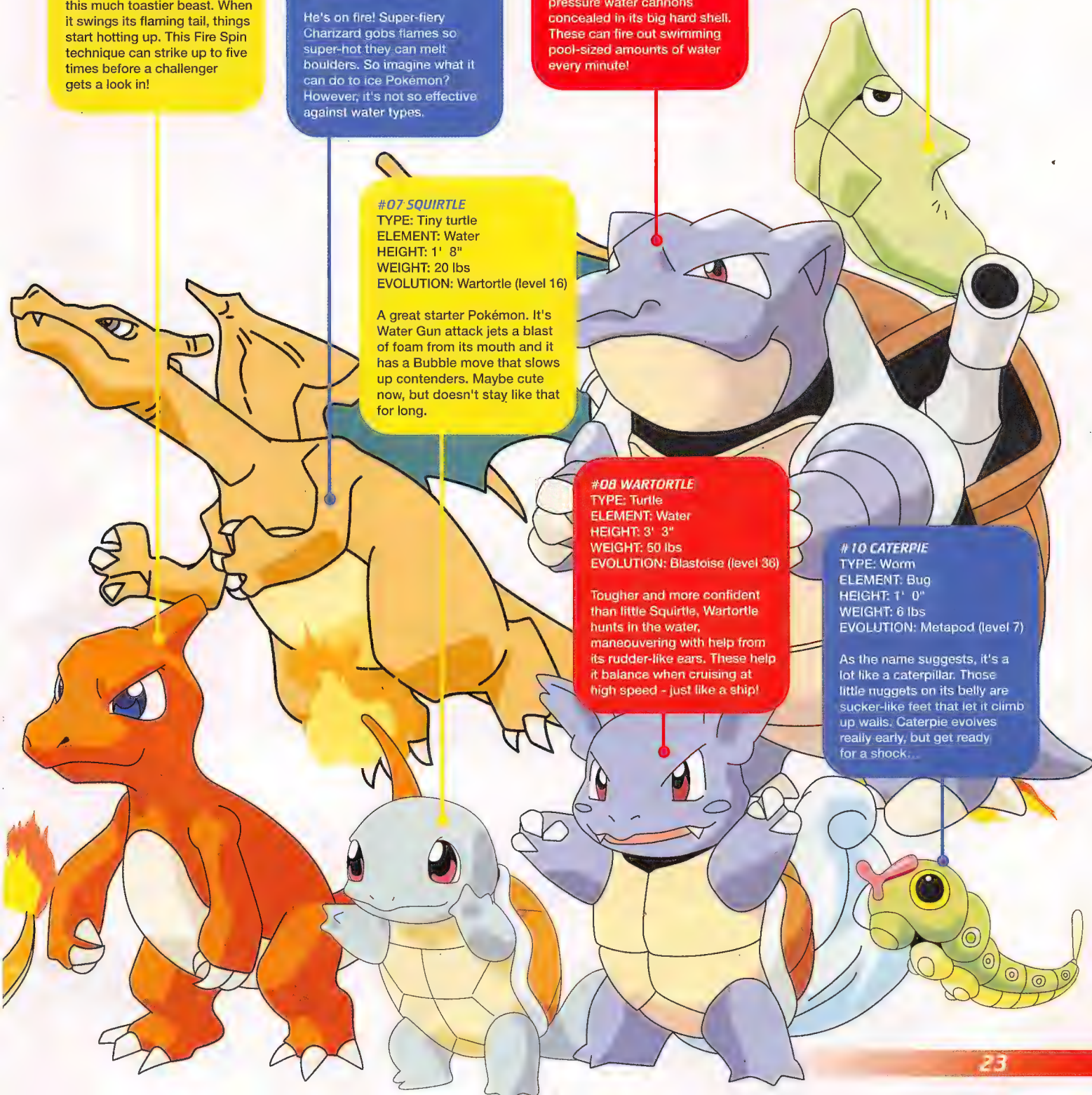
TYPE: Turtle
ELEMENT: Water
HEIGHT: 3' 3"
WEIGHT: 60 lbs
EVOLUTION: Blastoise (level 36)

Tougher and more confident than little Squirtle, Wartortle hunts in the water, maneuvering with help from its rudder-like ears. These help it balance when cruising at high speed - just like a ship!

#10 CATERPIE

TYPE: Worm
ELEMENT: Bug
HEIGHT: 1' 0"
WEIGHT: 6 lbs
EVOLUTION: Metapod (level 7)

As the name suggests, it's a lot like a caterpillar. Those little nuggets on its belly are sucker-like feet that let it climb up walls. Caterpie evolves really early, but get ready for a shock...





#12 BUTTERFREE
TYPE: Butterfly
ELEMENT: Bug/Flying

A flying Pokémon evolved from a little Caterpie! When flapping its wings, Butterfree fills the air with Sleep Powder, paralyzing Spores. Great for knocking out foes.

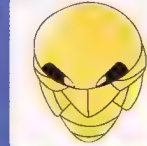
HEIGHT: 3' 0"
WEIGHT: 71 lbs
EVOLUTION: No more



#13 WEEDLE
TYPE: Hairy bug
ELEMENT: Bug/Poison

They love munching leaves, so look out for Weedles in the forest. Similar to Caterpies it has a String Shot attack. But watch for the stinger on its head. It's poisonous!

HEIGHT: 1' 0"
WEIGHT: 7 lbs
EVOLUTION: Kakuna (level 7)



#14 KAKUNA
TYPE: Cocoon
ELEMENT: Bug/Poison

Like Caterpie, Weedle has a cocoon stage too. And just like Metapod, it can't attack, only harden its defensive shell. Put Kakuna into battles for short spells to speed up its evolution.

HEIGHT: 2' 0"
WEIGHT: 22 lbs
EVOLUTION: Beedrill (level 10)



#15 BEEDRILL
TYPE: Poison bee
ELEMENT: Bug/Poison

Once a Kakuna hatches into this final form, it's a formidable Pokémon. Beedrill has poisonous stingers on its front legs that can launch a deadly Twineedle attacks and a sting on its tail too!

HEIGHT: 3' 3"
WEIGHT: 65 lbs
EVOLUTION: No more



#16 PIDGEY
TYPE: Tiny bird
ELEMENT: Normal/
Flying

Very common in woody areas, Pidgey may be a flying Pokémon, but don't think it's weak on the ground. It can flap its wings to whip up a Sand Attack and even create a Whirlwind. Good catch for beginners though.

WEIGHT: 4 lbs
EVOLUTION: Pidgeotto (level 18)



#17 PIDGEOTTO
TYPE: Bird
ELEMENT: Normal/
Flying

More temperamental than Pidgey, the bigger Pidgeotto guards its territory by pecking and clawing. Watch its powerful Gust attack too. It can blow almost anyone out of its way!

WEIGHT: 66 lbs
EVOLUTION: Pidgeot (level 36)



#18 PIDGEOT
TYPE: Bird
ELEMENT: Normal/
Flying

Sharper and faster than the Pidgeotto, Pidgeot can fly miles up in the air - at the speed of sound! When looking for dinner, it skims the water, looking for Pokémon like Magikarp.

HEIGHT: 4' 11"
WEIGHT: 87 lbs
EVOLUTION: No more



#19 RATTATA
TYPE: Rat
ELEMENT: Normal

One of the most common Pokémon, Rattata is small and fast. Watch those sharp front teeth, that's its main weapon in a fight. Surprisingly though, it gets on with equally feisty Pidgey.

WEIGHT: 8 lbs
EVOLUTION: Raticate (level 20)



#20 RATICATE
TYPE: Rat
ELEMENT: Normal

Those whiskers are more than just a fashion statement. Raticate needs them for balance. Snipping them off would slow it down. It's Hyper Fang attack is even more fearsome than Rattata's.

WEIGHT: 41 lbs
EVOLUTION: No more



#21 SPEAROW
TYPE: Tiny bird
ELEMENT: Normal/
Flying

It may be a little bird, but Spearow has a fiery temper. It can use its Leer to lower an enemy's defences. Spearow's wings are very small, so it has to flap them very fast to stay airborne.

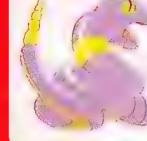
WEIGHT: 4 lbs
EVOLUTION: Fearow (level 20)



#22 FEAROW
TYPE: Beak
ELEMENT: Normal/
Flying

Where Spearow has little wings, Fearow has large impressive ones. As such, it can stay in the air for ages without ever needing a break. Fearow also has a Mirror Move to mimick enemy attacks.

HEIGHT: 3' 11"
WEIGHT: 84 lbs
EVOLUTION: No more



#23 EKANS
TYPE: Snake
ELEMENT: Poison

(level 22)
A sneaky Pokémon, Ekans eats the eggs of Spearow and Pidgey whole! Much like a snake. No surprise, because that's its name backwards. A favourite Pokémon of Team Rocket.

WEIGHT: 15 lbs
EVOLUTION: Arbok



#24 ARBOK
TYPE: Cobra
ELEMENT: Poison

Arbok's fearsome belly looks like it has two eyes and indeed it can use a Glare technique to paralyse its foes. Much like a cobra. No coincidence then that Kobra is its name backwards.

HEIGHT: 11' 6"
WEIGHT: 143 lbs
EVOLUTION: No more



#25 PIKACHU
TYPE: Mouse
ELEMENT: Electric

Famous for being cute, but powerful! By squeezing its cheeks, Pikachu can zap an enemy. If those cheeks start sparking an early sign of cold. The cure? A battle, to use up the extra energy!

WEIGHT: 13 lbs
EVOLUTION: Raichu (Thunder Stone)



#26 RAICHU
TYPE: Mouse
ELEMENT: Electric

The small but mighty Raichu possesses so much electrical energy it has to ground itself with its own tail, or it could shock itself. It's awesome Thunder Wave paralyzes foes with 10,000 volts!

HEIGHT: 2' 7"
WEIGHT: 66 lbs
EVOLUTION: No more





You'll find Sandshrew burrowed deep underground where it's hot and dry. A great pet if you live near a desert but you have to watch its diet. Sandshrew is a very fussy eater.

#27 SANDSHREW
TYPE: Mouse
ELEMENT: Ground
HEIGHT: 2' 0"

WEIGHT: 26 lbs
EVOLUTION: Sandslash (level 22)



Sandslash can curl up into a ball and, just like a hedgehog, its spiny back protects it. What's more it can roll away from attacks. It's no wimp though, those Fury Swipes can strike up to five times in one go!

#28 SANDSLASH
TYPE: Mouse
ELEMENT: Ground

HEIGHT: 3' 3"
WEIGHT: 65 lbs
EVOLUTION: No more



The female Nidoran has a smaller horn than the male but she's no less powerful. Those whiskers on her face aren't anything of the sort. They're poisonous barbs and are very dangerous.

#29 NIDORAN
TYPE: Poison pin
ELEMENT: Poison

HEIGHT: 1' 4"
WEIGHT: 15 lbs
EVOLUTION: Nidorina (level 16)



Tougher than the tiny Nidoran (one of the few Pokémon with two sexes), but because her horns grow slowly, she prefers to tuck into a battle with her teeth and claws.

#30 NIDORINA
TYPE: Poison pin
ELEMENT: Poison
HEIGHT: 2' 7"

WEIGHT: 44 lbs
EVOLUTION: Nidoqueen (Moon Stone)



You need a Moon Stone to get a Nidorina to transform into a Nidoqueen. She has hard protective scales and a powerful tail for attack. Keep an eye on it, but not too hard, you may miss her body slam!

#31 NIDOQUEEN
TYPE: Drill
ELEMENT: Poison
HEIGHT: 4' 3"

WEIGHT: 132 lbs
EVOLUTION: No more



The male Nidoran has bigger ears than the female but don't laugh. They stiffen to warn of danger nearby. The deadly barbs on its head can also release a potent poison.

#32 NIDORAN
TYPE: Poison pin
ELEMENT: Poison
HEIGHT: 1' 8"

WEIGHT: 20 lbs
EVOLUTION: Nidorino (level 16)



Unlike the female Nidorina, Nidorano's head horn grows quickly. It's packed with a powerful poison too. Often focuses its energy before attacking. If you're the enemy, that's when to strike!

#33 NIDORANO
TYPE: Poison pin
ELEMENT: Poison
HEIGHT: 2' 11"

WEIGHT: 43 lbs
EVOLUTION: Nidoking (Moon Stone)



Like the Nidoqueen, you need a Moon Stone to evolve a Nidoking but what a formidable fighter. Its powerful tail can be coiled around its enemy, squeezing strongly, and even crushing bones.

#34 NIDOKING
TYPE: Drill
ELEMENT: Poison
HEIGHT: 4' 7"

WEIGHT: 137 lbs
EVOLUTION: No more



A very rare Pokémon with magical powers. Clefairy has a Metronome attack that works in many ways. Rumour has it, there's a secret group in Mt Moon, praying to the Moon Stone.

#35 CLEFAIRY
TYPE: Fairy
ELEMENT: Normal
HEIGHT: 2' 0"

WEIGHT: 17 lbs
EVOLUTION: Clefable (Moon Stone)



Only by exposing a Clefairy to a Moon Stone can you get a timid Clefable. Choose to do this wisely though, because a Clefable can't learn new moves. It can only be given them.

#36 CLEFABLE
TYPE: Fairy
ELEMENT: Normal
HEIGHT: 4' 3"

WEIGHT: 88 lbs
EVOLUTION: No more



Talk about split-ends, Vulpix's tail splits into separate ones as it grows older. This cute looking, but inwardly strong Pokémon, can confuse its foes, then use its Fire Spin to trap them.

#37 VULPIX
TYPE: Fox
ELEMENT: Fire
HEIGHT: 2' 0"

WEIGHT: 22 lbs
EVOLUTION: Ninetales (Fire Stone)



Want a Ninetales? You need a Fire Stone to evolve it from a Vulpix. Be careful of its famous bushy trademark though. It's said that Ninetales puts a thousand year curse on anyone pulling its tails.

#38 NINETALES
TYPE: Fox
ELEMENT: Fire
HEIGHT: 3' 7"

WEIGHT: 44 lbs
EVOLUTION: No more



Aw, look into those big cute eyes. No, don't! If they light up and it starts singing, even the hardest foe will be put to sleep. And that's when this extra rare Pokémon dives in for a battle.

#39 JIGGLYPUFF
TYPE: Balloon
ELEMENT: Normal
HEIGHT: 1' 8"

WEIGHT: 12 lbs
EVOLUTION: Wigglytuff (Moon Stone)

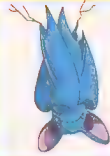




#40 WIGGLYTUFF
TYPE: Balloon
ELEMENT: Normal

Another Pokémon that needs the Moon Stone to evolve. Watch that rubbery body when it gets angry though. That's when Wigglytuff sucks in air, inflating itself like a giant balloon.

HEIGHT: 3' 3"
WEIGHT: 26 lbs
EVOLUTION: No more



#41 ZUBAT
TYPE: Bat
ELEMENT: Poison/
Flying

If you can see in the dark, keep an eye out for colonies of these poisonous Pokémon in caves and tunnels. They can find their way around using ultrasonic radar, just like normal bats.

HEIGHT: 2' 7"
WEIGHT: 17 lbs
EVOLUTION: Golbat (level 22)



#42 GOLBAT
TYPE: Bat
ELEMENT: Poison/
Flying

Once those fangs sink in, Golbat drains energy at 48 cubic inches of blood with every bite and keeps going even when full. It can confuse enemies into thinking it's a friend too!

HEIGHT: 6' 3"
WEIGHT: 121 lbs
EVOLUTION: No more



#43 ODDISH
TYPE: Weed
ELEMENT: Grass/
Poison

In the day, Oddish buries its head in the ground and looks just like a shrub. At night though, it wanders around sprinkling pollen. He has many special abilities including a Petal Dance that confuses foes.

HEIGHT: 1' 8"
WEIGHT: 12 lbs
EVOLUTION: Gloom (level 21)



#44 GLOOM
TYPE: Weed
ELEMENT: Grass/
Poison

Gloom can't move around too well, but if it strikes with its Stun Spore it won't need too. Be wary of that drool too. It's nectar that lures its prey in real close. Worse though, when in danger, Gloom starts to pong.

HEIGHT: 2' 7"
WEIGHT: 19 lbs
EVOLUTION: Vileplume (Leaf Stone)



#45 VILEPLUME
TYPE: Flower
ELEMENT: Grass/
Poison

Use the Leaf Stone to evolve a Gloom into a Vileplume. It's big head is so heavy, it's hard to hold up. Don't feel too sorry for it though, those big petals are packed with toxic pollen.

HEIGHT: 3' 11"
WEIGHT: 41 lbs
EVOLUTION: No more



#46 PARAS
TYPE: Mushroom
ELEMENT: Bug/Grass
HEIGHT: 1' 0"

Those mushrooms on Paras' back are part of its strange symbiotic Bug/Grass blend. Paras feed on tree roots and the mushrooms feed on Paras. In return they fire stun spores in battle.

WEIGHT: 12 lbs
EVOLUTION: Parasect (level 24)



#47 PARASECT
TYPE: Mushroom
ELEMENT: Bug/Grass
HEIGHT: 3' 3"

That Bug/Grass combination has gotten crazier. By this stage, the mushrooms has completely covered buggo Parasect's back providing good protection and firing more powerful spores.

WEIGHT: 65 lbs
EVOLUTION: No more



#48 VENONAT
TYPE: Insect
ELEMENT: Bug/Poison
HEIGHT: 3' 3"

Dwelling in the shadows and branches of tall trees, the mysterious Venonat feeds on insects. Like a moth though, this bug-like Pokémon ventures out at night, lured by bright lights.

WEIGHT: 66 lbs
EVOLUTION: Venomoth (level 31)



#49 VENOMOTH
TYPE: Insect
ELEMENT: Bug/Poison
HEIGHT: 4' 11"

Beware of the beautiful coloured dust on Venomoth's wings. Each shade indicates a different kind of poison. When facing these venomous Pokémon be prepared with plenty of antidote.

WEIGHT: 28 lbs
EVOLUTION: No more



#50 DIGLETT
TYPE: Mole
ELEMENT: Ground
HEIGHT: 0' 8"

It might look like a turd but this underground Pokémon is actually a mole. The smallest species of all, be careful if you're trying to catch one. It might faint or run away first.

WEIGHT: 2 lbs
EVOLUTION: Dugtrio (level 26)



#51 DUGTRIO
TYPE: Mole
ELEMENT: Ground
HEIGHT: 2' 4"

Diglett's don't really evolve, they join into groups of three to make Dugtrios. Strength comes in numbers though, because Dugtrios can burrow sixty miles deep and cause earthquakes.

WEIGHT: 73 lbs
EVOLUTION: No more



#52 MEOWTH
TYPE: Scratch cat
ELEMENT: Normal
HEIGHT: 1' 4"

In the cartoon, Meowth might be bad but that's only because it hangs around Team Rocket. Meowth is faithful to its owner, wandering the streets at night looking for coins. Its PayDay attack spills cash!

WEIGHT: 9 lbs
EVOLUTION: Persian (level 28)



#53 PERSIAN
TYPE: Classy cat
ELEMENT: Normal
HEIGHT: 3' 3"

The deadly Persian attacks before even striking, its Growl can lower an enemy's attack power and that's when it lunges in with teeth and claws! Many people admire Persian's beautiful fur.

WEIGHT: 71 lbs
EVOLUTION: No more



#54 PSYDUCK
TYPE: Duck
ELEMENT: Water
HEIGHT: 2' 7"

Don't be sucked into that spaced-out gaze. It's Psyduck's way of hypnotising its foes. This super-rare Pokémon also get bad headaches. A warning that it's going to unleash mega mental blasts!

WEIGHT: 43 lbs
EVOLUTION: Golduck (level 33)





#55 GOLDDUCK
TYPE: Duck
ELEMENT: Water
HEIGHT: 5' 7"

Unlike the clumsy Psyduck, Golduck is a very graceful Pokémon, both in and out of the water. Golduck can often be seen swimming by lakeshores, where fishermen mistake it for a famous sea monster.

WEIGHT: 169 lbs
EVOLUTION: No more



#56 MANKEY
TYPE: Pig monkey
ELEMENT: Fighting
HEIGHT: 1' 8"

Ooh, temper temper. Mankey can be fine one second and then angry the next. Not a good thing because this fighting Pokémon has super-tough Karate Chop and is one of the quickest too.

WEIGHT: 62 lbs
EVOLUTION: Primeape (level 28)



#57 PRIMEAPE
TYPE: Pig monkey
ELEMENT: Fighting
HEIGHT: 3' 3"

What are you looking at? Catch the eye of Primeape and you'd better run. This foul-tempered Pokémon doesn't give up the chase until its caught its foe. And its got some mean martial arts moves too.

WEIGHT: 71 lbs
EVOLUTION: No more



#58 GROWLITHE
TYPE: Puppy
ELEMENT: Fire
HEIGHT: 2' 4"

This loveable looking pup is actually a super-rare Pokémon. Like any good hound it's faithful to its owner and very protective. Its bark is bigger than its bite too. That's one of its powerful attacks.

WEIGHT: 42 lbs
EVOLUTION: Arcanine (Fire Stone)



#59 ARCANINE
TYPE: Legendary
ELEMENT: Fire
HEIGHT: 6' 3"

Only way you can own this ultra-rare Pokémon is by evolving a Growlithe with a Fire Stone. Its beauty has been admired for centuries. Growlithe can run so quickly people think it's flying.

WEIGHT: 342 lbs
EVOLUTION: No more



#60 POLIWAG
TYPE: Tadpole
ELEMENT: Water
HEIGHT: 2' 0"

This little tadpole has only just developed legs and doesn't have any arms at all, so it has trouble balancing. As such, you're more likely to find Poliwhag swimming than standing or walking.

WEIGHT: 27 lbs
EVOLUTION: Poliwhirl (level 25)



#61 POLIWHIRL
TYPE: Tadpole
ELEMENT: Water
HEIGHT: 3' 3"

Poliwhirl can live in or out of water but needs to keep its body slimy when on land. Look carefully and you'll see its spiral stomach pattern changes direction after it evolves from Poliwhag.

WEIGHT: 44 lbs
EVOLUTION: Poliwrath (Water Stone)



#62 POLIWRATH
TYPE: Tadpole
ELEMENT: Water/
Fighting

Use a Water Stone and from a no-armed Poliwhag, you'll eventually get the super-strong Poliwrath. Excellent at swimming, especially crawl and breaststroke, and possesses a tough Doubleslap!

HEIGHT: 4' 3"
WEIGHT: 119 lbs
EVOLUTION: No more



#63 ABRA
TYPE: Psychic
ELEMENT: Psychic
HEIGHT: 2' 11"

Abra can't attack. Why have it then? Because its psychic powers mean it can sense danger and teleport itself and its trainer to safety. Problem is, it often escapes capture just as easily.

WEIGHT: 43 lbs
EVOLUTION: Kadabra (level 16)



#64 KADABRA
TYPE: Psychic
ELEMENT: Psychic
HEIGHT: 4' 3"

You need strong-minded Pokémon to beat Kadabra. It uses psychic attacks instead of physical combat, sending out headache-inducing brainwaves to enemies who get too close.

WEIGHT: 125 lbs
EVOLUTION: Alakazam (trade)



#65 ALAKAZAM
TYPE: Psychic
ELEMENT: Psychic
HEIGHT: 4' 11"

You've got to trade a Kadabra to get an Alakazam. This super-psychic Pokémon is said to be the brainiest of the lot. Even cleverer than a supercomputer, with an IQ of over 5,000!

WEIGHT: 106 lbs
EVOLUTION: No more



#66 MACHOP
TYPE: Superpower
ELEMENT: Fighting
HEIGHT: 2' 7"

Tiny but tough, that's Machop and it likes to train in martial arts to get even tougher. Machop is super agile and can avoid most special attacks. It's smart too and makes a great friend.

WEIGHT: 43 lbs
EVOLUTION: Machoke (level 28)



#67 MACHOKE
TYPE: Superpower
ELEMENT: Fighting
HEIGHT: 4' 1"

Machoke is even more powerful than Machop. It needs a special power-save belt or it wouldn't be able to control its body. It also spends too much time looking at its muscles in the mirror.

WEIGHT: 155 lbs
EVOLUTION: Machop (trade)





#68 MACHOP
TYPE: Superpower
ELEMENT: Fighting
HEIGHT: 5' 3"

Superpowerful Machop can only be evolved by trading Machoke. It has plenty of muscles, helped by the fact that it has an extra pair of arms! Can punch it foes all the way to the Moon!

WEIGHT: 287 lbs
EVOLUTION: No more



#69 BELLSPROUT
TYPE: Flower
ELEMENT: Grass/
Poison

A meat-eating plant Pokémon, a bit like a venus flytrap! Once it wraps around a foe, Bellsprout is hard to get off. Its feet are roots that dig into the ground and soak up moisture.

HEIGHT: 2' 4"
WEIGHT: 9 lbs
EVOLUTION: Weepinbell (level 21)



#70 WEEPINBELL
TYPE: Flycatcher
ELEMENT: Grass/
Poison

Even nastier in a fight than Bellsprout. Weepinbell first uses Poison and Sleep Powders to subdue its enemy. Then it unleashes Acid to claim the victory. You need an early win to beat it.

HEIGHT: 3' 3"
WEIGHT: 14 lbs
EVOLUTION: Victreebell (trade)



#71 VICTREEBELL
TYPE: Flycatcher
ELEMENT: Grass/
Poison

Exposure to a Leaf Stone turns an Weepinbell into the powerful Victreebell. It's said to live in large colonies deep in jungles. But that's just a rumour, because no-one has ever returned to say for sure.

HEIGHT: 5' 7"
WEIGHT: 34 lbs
EVOLUTION: No more



#72 TENTACOO
TYPE: Jellyfish
ELEMENT: Water/
Poison
HEIGHT: 2' 11"

Tentacool likes better than floating about in shallow water. Sounds pleasant, but watch for those stinging tentacles. The red spot on its forehead is called 'Ruby of the Sea'.

WEIGHT: 100 lbs
EVOLUTION: Tentacruel (level 28)
There's nothing



#73 TENTACRUEL
TYPE: Jellyfish
ELEMENT: Water/
Poison

If you thought Tentacool's tentacles were chilling, check out Tentacruel's vicious collection of stingers. It has some fearsome fangs too. No wonder it's called 'Gangster of the Sea'.

HEIGHT: 5' 3"
WEIGHT: 121 lbs
EVOLUTION: No more



#74 GEODUDE
TYPE: Rock
ELEMENT: Rock/
Ground
HEIGHT: 1' 4"

Most people mistake Geodude for a boulder, until they trip over it. Geodude won't bother you if you don't bother it. It prefers to just hang out in fields and mountains, sitting doing nothing!

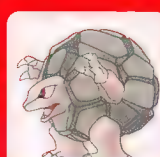
WEIGHT: 44 lbs
EVOLUTION: Graveler (level 25)



#75 GRAVELER
TYPE: Rock
ELEMENT: Rock/
Ground

Unlike Geodude, Graveler does move, by rolling down slopes. And it won't stop or change direction. Even if it hits an obstacle, it just runs right over it! As it grows, its tough skin gets craggier.

HEIGHT: 3' 3"
WEIGHT: 232 lbs
EVOLUTION: Golem (trade)



#76 GOLEM
TYPE: Megaton
ELEMENT: Rock/
Ground

Easier to spot than Geodudes and Gravelers, but harder to catch. It's tough skin can repel even dynamite explosions. Every year they shed their bedrock shells and grow even bigger.

HEIGHT: 4' 7"
WEIGHT: 622 lbs
EVOLUTION: No more



#77 PONYTA
TYPE: Fire horse
ELEMENT: Fire
HEIGHT: 3' 3"

Ponyta's mane is made of real flames. It's can run super-fast too and is great at jumping. Just watch those hooves. They're ten times tougher than diamond and can stomp anything flat.

WEIGHT: 66 lbs
EVOLUTION: Rapidash (trade)



#78 RAPIDASH
TYPE: Fire horse
ELEMENT: Fire
HEIGHT: 5' 7"

With a name like that you'd expect a fast Pokémon. And Rapidash is! It will chase anything in the hope of a race. Just be careful, it's so quick it can strike many times in one go.

WEIGHT: 209 lbs
EVOLUTION: No more



#79 SLOWPOKE
TYPE: Dokey
ELEMENT: Water/
Psychic

Now here's a real slooow Pokémon. It's so sluggish it even takes five whole seconds for pain to register. To evolve a Slowpoke, dip its tail in the water and wait for Shellder to bite. One instant Slowbro!

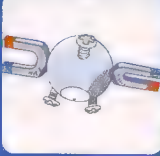
HEIGHT: 3' 11"
WEIGHT: 79 lbs
EVOLUTION: Slowbro (level 37)



#80 SLOWBRO
TYPE: Hermit crab
ELEMENT: Water/
Psychic

Okay, so it's a slow, dokey Pokémon, but can you resist that loveable face? Perhaps, when you realise the Shellder stuck to Slowbro's tail feeds on its leftovers. Let's hope that's all it eats.

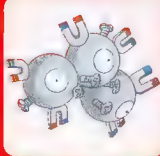
HEIGHT: 5' 3"
WEIGHT: 173 lbs
EVOLUTION: No more



#81 MAGNEMITE
TYPE: Magnet
ELEMENT: Electric
HEIGHT: 1' 0"

Magneton (level 30)
With that name and that look it should be no surprise to discover this Pokémon uses magnetism. Magnemite can suddenly materialise out of nowhere and uses anti-gravity to keep it floating.

WEIGHT: 13 lbs
EVOLUTION:



#82 MAGNETON
TYPE: Magnet
ELEMENT: Electric

This magnetic Pokémon evolves from three Magnemites magnetising together. Astronomers have to watch for dark sunspots on the sun. When they appear, Magneton attacks more often.

HEIGHT: 3' 3"
WEIGHT: 132 lbs
EVOLUTION: No more





#83 FARFETCH'D
TYPE: Wild duck
ELEMENT: Normal/
Flying

This nutty Pokémon is skilled in Sword Dancing. Bizarrely though it uses those sprigs of green onion you can see as its swords! Farfetch'd is very rare because people like eating it with leeks.

HEIGHT: 2' 7"
WEIGHT: 33 lbs
EVOLUTION: None



#84 DODUO
TYPE: Twin bird
ELEMENT: Normal/
Flying

Doduo can't fly very well. Not surprising considering it doesn't have any wings. Just like an ostrich though, it can run very fast. If tracking a Doduo, look out for its huge footprints on the ground.

HEIGHT: 4' 7"
WEIGHT: 86 lbs
EVOLUTION: Dodrio
(level 31)



#85 DODRIO
TYPE: Triple bird
ELEMENT: Normal/
Flying

Reckon Doduo having two heads is freaky? Dodrio has three! And those three brains make it super clever too. Dodrio is forever making plans. One head is always awake while the others sleep.

HEIGHT: 5' 11"
WEIGHT: 188 lbs
EVOLUTION: No more



#86 SEEL
TYPE: Sea lion
ELEMENT: Water
HEIGHT: 3' 7"

Like a regular seal, this water Pokémon lives in super-cold regions like the frosty Arctic. That hard horn on Seel's head is used for cracking through thick icebergs. And its Head Butt is a devastating attack.

WEIGHT: 198 lbs
EVOLUTION:
Dewgong (level 34)



#87 DEWGONG
TYPE: Sea lion
ELEMENT: Water/ Ice

Why does Dewgong look so happy, even though it lives in cold places? Because it stores thermal energy from the sun inside its body. It can maintain a superfast swimming speed even in icy waters.

HEIGHT: 5' 7"
WEIGHT: 265 lbs
EVOLUTION: No more



#88 GRIMER
TYPE: Sludge
ELEMENT: Poison
HEIGHT: 2' 11"

This sludge Pokémon loves dirt and slime. Useful for the environment though, because Grimer also enjoys sucking polluted industrial sludge out of filthy factories. Talk about recycling.

WEIGHT: 66 lbs
EVOLUTION: Muk
(level 38)



#89 MUK
TYPE: Sludge
ELEMENT: Poison

Bleurgh! Mega-slime covered Muk is such a toxic Pokémon, even its footprints are a poisonous hazard. Be wary of keeping too many sludge Pokémon together, they can clog up your pipes.

HEIGHT: 3' 11"
WEIGHT: 66 lbs
EVOLUTION: No more



#90 SHELLDER
TYPE: Bivalve
ELEMENT: Water
HEIGHT: 1' 0"

Shellder's super-tough casing is sturdy enough to resist any attack. When this Pokémon is curled up inside, it's invulnerable. Shellder attacks by sticking out its tongue and spitting.

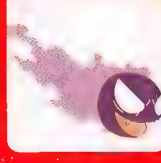
WEIGHT: 9 lbs
EVOLUTION: Cloyster
(Water Stone)



#91 CLOYSTER
TYPE: Bivalve
ELEMENT: Water/ Ice

No-one knows what a Cloyster looks like inside that fearsome looking shell. Its outer case is so tough not even a bomb can crack it open. The spiky exterior is Cloyster's main weapon too. Handle with care!

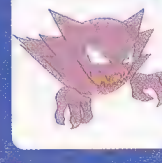
HEIGHT: 4' 11"
WEIGHT: 292 lbs
EVOLUTION: No more



#92 GASTLY
TYPE: Gas
ELEMENT: Ghost/
Poison

Like all ghost Pokémon, Gastly lurks in the haunted Pokémon tower. It's made totally of gas and is almost completely invisible. It envelopes its prey and tries to put them to sleep before they notice.

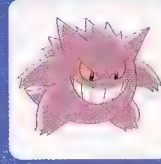
HEIGHT: 4' 3"
WEIGHT: 0.2 lbs
EVOLUTION: Haunter
(level 25)



#93 HAUNTER
TYPE: Gas
ELEMENT: Ghost/
Poison

It's rumoured these spooky ghost Pokémon dedicate themselves to keeping alive old scary legends that are long forgotten. They can slip through wall too as if they're from another dimension.

HEIGHT: 5' 3"
WEIGHT: 0.2 lbs
EVOLUTION: Gengar
(trade)



#94 GENGAR
TYPE: Shadow
ELEMENT: Ghost/
Poison

This is the most mischievous of all ghost Pokémon. The ghoulish Gengar loves playing sneaky tricks during a full moon, pretending to be people's shadows then laughing at their fear.

HEIGHT: 4' 11"
WEIGHT: 89 lbs
EVOLUTION: No more



#95 ONIX
TYPE: Rock snake
ELEMENT: Rock/
Ground

You're looking at the longest of all Pokémon, measuring in at 28' 10". Giant Onix is made of rock and as it grows some parts of its body turn as black as coal, while hardening like diamond.

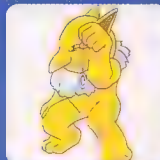
HEIGHT: 28' 10"
WEIGHT: 463 lbs
EVOLUTION: None



#96 DROWZEE
TYPE: Hypnosis
ELEMENT: Psychic
HEIGHT: 3' 3"

Be careful about falling asleep in front of Drowzee. It likes to feed on people's dreams. Only good ones though. Nightmares make it sick. You may have trouble resisting its hypno power though.

WEIGHT: 71 lbs
EVOLUTION: Hypno (level 26)



#97 HYPNO
TYPE: Hypnosis
ELEMENT: Psychic

Drowzee may have hypnotic skills but they are incomparable to the mesmerising power of Hypno. This psychic Pokémon has awesome mind talents and emits sleep waves with its special pendant.

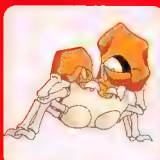
HEIGHT: 5' 3"
WEIGHT: 167 lbs
EVOLUTION: No more



#98 KRABBY
TYPE: River crab
ELEMENT: Water

Krabby by name, crabby by nature, it attacks anyone who gets in its personal space. Those pincers are powerful weapons but they're vital for balancing too, when Krabby scuttles sideways.

HEIGHT: 1' 4"
WEIGHT: 14 lbs
EVOLUTION: King (level 28)



#99 KINGLER
TYPE: Pincer crab
ELEMENT: Water

Those gigantic claws are as cracking as they look. They are capable of crushing solid steel, so watch out for its deadly Vice Grip attack. Kingler likes roaming the vast oceans beds for its prey.

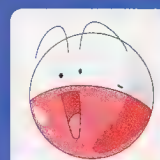
HEIGHT: 4' 3"
WEIGHT: 132 lbs
EVOLUTION: No more



#100 VOLTORB
TYPE: Ball
ELEMENT: Electric
HEIGHT: 1' 8"

Take care when picking up a abandoned Poké Ball. It might be a sleeping Voltorb and you might be in for a shock! This electric Pokémon doesn't like losing a fight and would rather self-destruct!

WEIGHT: 23 lbs
EVOLUTION: Electrode (level 30)



#101 ELECTRODE
TYPE: Ball
ELEMENT: Electric
HEIGHT: 3' 11"

Electrode is pressure-packed with masses of electrical power, earning it the nickname of Bomb Ball. Why? Because it's renowned for exploding for almost no reason at all!

WEIGHT: 147 lbs
EVOLUTION: No more



#102 EXEGGCUTE
TYPE: Egg
ELEMENT: Grass/Psychic

It may look like a batch of eggs but Exeggcute is actually a group of plant seeds. Travelling together in swarms, it's very territorial and attacks by surrounding its enemy very swiftly.

HEIGHT: 1' 4"
WEIGHT: 6 lbs
EVOLUTION: Exeggutor (Leaf Stone)



#103 EXEGGUTOR
TYPE: Coconut
ELEMENT: Grass/Psychic

Exeggcute evolves into Exeggutor after exposure to the Leaf Stone. It's three heads each have a different personality but it legs aren't much good. If a head falls off, it becomes a new Exeggcute!

HEIGHT: 6' 7"
WEIGHT: 265 lbs
EVOLUTION: No more



#104 CUBONE
TYPE: Lonely
ELEMENT: Ground
HEIGHT: 1' 4"

That skull isn't Cubone's face, it's just a helmet. However, it never removes it so no-one really knows what it looks like. Cubone uses the bones of ancient Pokémon as weapons and armour.

WEIGHT: 14 lbs
EVOLUTION: Marowak (level 28)



#105 MAROWAK
TYPE: Bone keeper
ELEMENT: Ground

Tough Marowak uses that bone to super-skilful effect as a bonemerang! It's rumoured that the spirit of an angry mother Marowak haunts the spooky interior of Pokémon Tower.

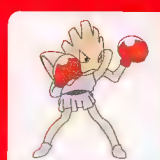
HEIGHT: 3' 3"
WEIGHT: 99 lbs
EVOLUTION: No more



#106 HITMONLEE
TYPE: Kicking
ELEMENT: Fighting

The deadliest part of this fighting Pokémon are its feet. They even lengthen when it runs, to increase its stride. Watch for its lightning fast kicks too, they rival those of martial arts legend Bruce Lee.

HEIGHT: 4' 11"
WEIGHT: 110 lbs
EVOLUTION: None



#107 HITMONCHAN
TYPE: Punching
ELEMENT: Fighting

Hitmonchan's fists are its speciality weapon. They move as fast as the speed of light and its enemy won't even see them move. No surprise this Pokémon's hero is kung-fu fighting Jackie Chan.

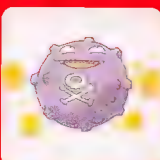
HEIGHT: 4' 7"
WEIGHT: 111 lbs
EVOLUTION: None



#108 LICKITUNG
TYPE: Licking
ELEMENT: Normal

Don't make fun of Lickitung's big coiled tongue. It's over twice as long as its whole body and can be flicked out like a lizard's tongue, wrapping up its foes for multiple attacks. Leaves a sting too!

HEIGHT: 3' 11"
WEIGHT: 144 lbs
EVOLUTION: None



#109 KOFFING
TYPE: Poison gas
ELEMENT: Poison
HEIGHT: 2' 8"

Koffing is as guff as it looks, packed with a rotten mix of toxic gases that can make it explode without warning. As you can imagine, those fart fumes don't smell pleasant either.

WEIGHT: 2 lbs
EVOLUTION: Weezing (level 35)

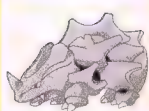


#110 WEEZING
TYPE: Poison gas
ELEMENT: Poison

A combination of two types of poisonous gas, that's Weezing. The result of two Koffings mixing together. It's heavier than a Koffing too because all that stinky gas has turned into a putrid liquid.

HEIGHT: 3' 11"
WEIGHT: 21 lbs
EVOLUTION: No more





#111 RHYHORN
TYPE: Spikes
ELEMENT: Ground/
Rock

An immensely strong Pokémon, the Rhyhorn can engage in attacks tough enough to toss a truck. Its gargantuan bones can endure massive stress too. They're a thousand times tougher than human ones.

HEIGHT: 3' 3"
WEIGHT: 254 lbs
EVOLUTION: Rhydon
(level 42)



#112 RHYDON
TYPE: Drill
ELEMENT: Ground/
Rock

Rhydon is so rock hard it lives deep beneath the Earth's crust, in molten lava that reaches a scorching 3,600 degrees in temperature. Although that's no problem for its super-tough hide.

HEIGHT: 6' 3"
WEIGHT: 265 lbs
EVOLUTION: No more



#113 CHANSEY
TYPE: Egg
ELEMENT: Normal

A very rare Pokémon, but one definitely worth finding. Chansey's magical powers bring happiness to anyone who owns one. Often found in Poke Centers caring for sick Pokémon.

HEIGHT: 3' 7"
WEIGHT: 76 lbs
EVOLUTION: None



#114 TANGELA
TYPE: Vine
ELEMENT: Grass

Bad hair day! Tangela lives up to its name with a body covered in thick seaweed-like vines that shake about as it moves. Sounds messy but Tangela is worth finding. This is a rare Pokémon.

HEIGHT: 3' 3"
WEIGHT: 77 lbs
EVOLUTION: None



#115 KANGASKHAN
TYPE: Parent
ELEMENT: Normal

Kangaskhan carries its baby in a stomach pouch. It's very protective of its young too, attacking anyone who looks threatening. Once almost extinct, Kangaskhan now lives safely in the Safari Zone.

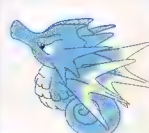
HEIGHT: 7' 3"
WEIGHT: 176 lbs
EVOLUTION: None



#116 HORSEA
TYPE: Dragon
ELEMENT: Water
HEIGHT: 1' 4"

A delicate water Pokémon but one that still likes to kick up some trouble. This crafty little squirt often fires blasts of ink from the water's surface in an attempt to shoot down bug Pokémon.

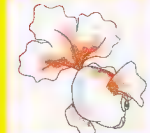
WEIGHT: 18 lbs
EVOLUTION: Seadra
(level 32)



#117 SEADRA
TYPE: Dragon
ELEMENT: Water

Horsea's soft feathery fins turn into Seadra's tough sea-spines, sharp enough to pierce an enemy's skin. It also flaps them to propel it through the water backwards, aiming them right at you!

HEIGHT: 3' 11"
WEIGHT: 55 lbs
EVOLUTION: No more



#118 GOLDEEN
TYPE: Goldfish
ELEMENT: Water
HEIGHT: 2' 3"

This graceful water Pokémon is as majestic as its name suggests. Goldeen's tail fins ripple with such sparkle they look like a beautiful ball gown, earning it the nickname of 'Water Queen'.

WEIGHT: 33 lbs
EVOLUTION: Seaking
(level 33)



#119 SEAKING
TYPE: Goldfish
ELEMENT: Water

Delicate Goldeen evolves into the far more regal Seaking, sporting a crown-like horn that it fences with very skillfully. Autumn is Goldeen spawning season, when it can be seen swimming up river.

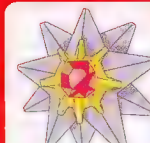
HEIGHT: 4' 3"
WEIGHT: 86 lbs
EVOLUTION: No more



#120 STARYU
TYPE: Star shape
ELEMENT: Water
HEIGHT: 2' 7"

A mysterious Pokémon that doesn't move any of its limbs. Instead Staryu moves around by telekenesis. If any parts of its body are lost in battle, Staryu can easily regenerate them.

WEIGHT: 276 lbs
EVOLUTION: Starmie
(Water Stone)



#121 STARMIE
TYPE: Star shape
ELEMENT: Water/
Psychic

That magnificent jewel in Starmie's centre is much sought after, as it glows with all seven colours of the rainbow. Starmie is less agile than the unevolved Staryu but its shell is a lot tougher.

HEIGHT: 3' 7"
WEIGHT: 176 lbs
EVOLUTION: No more



#122 MR. MIME
TYPE: Barrier
ELEMENT: Psychic

This Pokémon uses the art of mime! Anyone disturbing Mr. Mime's show faces an angry slapping from its big hands. Mr. Mime can clone itself during battle, spreading its energy out.

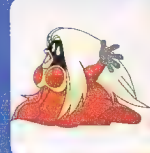
HEIGHT: 4' 3"
WEIGHT: 120 lbs
EVOLUTION: None



#123 SCYTHYR
TYPE: Mantis
ELEMENT: Bug/Flying

With its razor-sharp wings and blade-like forearms, Scyther is a fearsome bug Pokémon. It possesses lightning fast ninja speed too, moving so quickly its foe thinks there's more than one.

HEIGHT: 4' 11"
WEIGHT: 123 lbs
EVOLUTION: None



#124 JYNX
TYPE: Human shape
ELEMENT: Ice/Psychic

This weird Pokémon lures its enemy into dancing with it by wiggling its enchanting hips. Be careful of its Lovely Kiss attack too. That smacker is potent enough to put you to sleep.

HEIGHT: 4' 7"
WEIGHT: 90 lbs
EVOLUTION: None



#125 ELECTABUZZ
TYPE: Electric
ELEMENT: Electric

This electrified Pokémon likes to hang around sources of immense energy. So you can expect to find Electabuzz lingering around power plants. If it strays too far, though, it can blackout whole cities.

HEIGHT: 3' 7"
WEIGHT: 66 lbs
EVOLUTION: None



#126 MAGMAR
TYPE: Flame
ELEMENT: Fire

Magmar body has a permanent fiery orange glow to it, making it look just like fire. As such, it provides perfect camouflage for hiding in flames. Something this fire Pokémon likes to do.

HEIGHT: 4' 3"
WEIGHT: 98 lbs
EVOLUTION: None



#127 PINSIR
TYPE: Stag beetle
ELEMENT: Bug

Those horns are actually one giant head pincer. This beetle-like Pokémon likes to pinch its foes with that great big claw and try and crush them. Failing that, it swings them around real hard!

HEIGHT: 4' 11"
WEIGHT: 121 lbs
EVOLUTION: None



#128 TAURUS
TYPE: Wild bull
ELEMENT: Normal

Here's a tough Pokémon to train. Tauros has the temperament of a real bull. When charging at its enemies with its horns down, this hot-head lashes out with its multiple tails too.

HEIGHT: 4' 7"
WEIGHT: 195 lbs
EVOLUTION: None



#129 MAGIKARP
TYPE: Fish
ELEMENT: Water
HEIGHT: 2' 11"

A long time ago, Magikarp was once a powerful and magnificent water Pokémon. Now though it's one of the weakest of all. Easy to catch in any water, even with a rubbishy old fishing rod.

WEIGHT: 22 lbs
EVOLUTION: Gyarados (level 20)



#130 GYARADOS
TYPE: Atrocious
ELEMENT: Water/
Flying

The reward for training up the pathetic Magikarp? The mighty Gyarados, one of the most powerful Pokémon ever! Its fangs can shatter rock, its scales are as hard as steel and its rage can cause sea storms.

HEIGHT: 21' 4"
WEIGHT: 518 lbs
EVOLUTION: No more



#131 LAPRAS
TYPE: Transport
ELEMENT: Water

Nearly hunted to extinction, the Lapras is a beautiful and good-natured Pokémon. Even after all the cruelty it's faced, Lapras will still happily ferry passengers across expanses of water.

HEIGHT: 8' 2"
WEIGHT: 485 lbs
EVOLUTION: None



#132 DITTO
TYPE: Transform
ELEMENT: Normal

This enigmatic Pokémon possesses no attacks of its own. Instead it transforms into an exact duplicate of its enemy by copying their DNA. Replicating their moves and powers perfectly.

HEIGHT: 1' 0"
EVOLUTION: None



#133 EEEVEE
TYPE: Evolution
ELEMENT: Normal
HEIGHT: 1' 0"
WEIGHT: 14 lbs

This Pokémon is one-of-a-kind. Until exposed to elemental stones. Depending on what type of stone, little Eevee can transform into any one of three types of far stronger Pokémon.

EVOLUTION: Vaporeon (Water Stone), Jolteon (Thunder Stone), Flareon (Fire Stone)



#134 VAPOREON
TYPE: Bubble jet
ELEMENT: Water

Expose Eevee to the Water Stone and it evolves into this fantastic water Pokémon. With its long finned tail, Vaporeon is often mistaken for a mermaid. It can blend perfectly into the water.

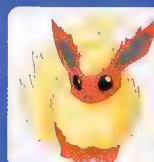
HEIGHT: 3' 3"
WEIGHT: 64 lbs
EVOLUTION: No more



#135 JOLTEON
TYPE: Lightning
ELEMENT: Electric

A Thunder Stone will transform Eevee into the shocking Jolteon. It can blast out 10,000 volts of lightning and when mad, Jolteon's hair turns into needles that fire from its body.

HEIGHT: 2' 7"
WEIGHT: 54 lbs
EVOLUTION: No more



#136 FLAREON
TYPE: Flame
ELEMENT: Fire

You can evolve Flareon from Eevee with the Fire Stone. Storing thermal energy from the sun in its body, Flareon can get as hot as 1,600 degrees. It can expel flames from an internal fire sack.

HEIGHT: 2' 11"
WEIGHT: 55 lbs
EVOLUTION: No more



#137 PORYGON
TYPE: Virtual
ELEMENT: Normal

Porygon is a computer-generated Pokémon totally made from computer programming code, much like a videogame. It only lives in cyberspace and is very rare and expensive.

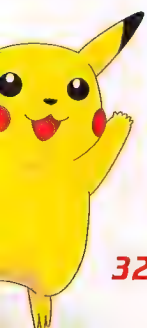
HEIGHT: 2' 7"
WEIGHT: 80 lbs
EVOLUTION: None



#138 OMANYTE
TYPE: Spiral
ELEMENT: Rock/
Water

Along extinct Pokémon, but scientists at the illustrious Cinnabar Island research lab reckon technological advances could resurrect Omanyte. Providing someone can provide them with an original fossil.

HEIGHT: 1' 4"
WEIGHT: 17 lbs
EVOLUTION: Omastar (level 40)





#139 OMASTAR
TYPE: Spiral
ELEMENT: Rock/
Water

The prehistoric evolution of the Omanyte, theory suggests Omastar died out because its heavy shell stopped it from chasing after its prey, so it eventually starved to death.

HEIGHT: 3' 3"
WEIGHT: 77 lbs
EVOLUTION: No more



#140 KABUTO
TYPE: Shellfish
ELEMENT: Rock/
Water

A prehistoric Pokémon that lived on the seabed, Kabuto is no more than a fossil that archaeologists dig up. You can find these ancient bones in underground caverns like Mt. Moon.

HEIGHT: 1' 8"
WEIGHT: 25 lbs
EVOLUTION: Kabutops (level 40)



#141 KABUTOPS
TYPE: Shellfish
ELEMENT: Rock/
Water

The evolution of the Kabuto is into this vicious Pokémon. It has sharp claws capable of powerful slashing attacks and a sleek physique. Ideal for swimming at high speed.

HEIGHT: 4' 3"
WEIGHT: 89 lbs
EVOLUTION: No more



#142 AERODACTYL
TYPE: Fossil
ELEMENT: Rock/
Flying

Another prehistoric Pokémon, it's possible Aerodactyl could be cloned from DNA in amber, just like in Jurassic Park. However, just like those terrifying dinosaurs, Aerodactyl attacks by lunging for the throat.

HEIGHT: 5' 11"
WEIGHT: 130 lbs
EVOLUTION: None



#143 SNORLAX
TYPE: Sleeping
ELEMENT: Normal

The heaviest of all Pokémon, weighing in at over one thousand pounds. No surprise when you consider Snorlax just likes eating and sleeping. The bigger it gets, the lazier it becomes too. Wake up!

HEIGHT: 6' 11"
WEIGHT: 1014 lbs
EVOLUTION: None



#144 ARTICUNO
TYPE: Freeze
ELEMENT: Ice/ Flying

One of the legendary bird trio, Articuno is said to dwell at the bottom of a cavern in the Seafoam Islands, where the current is strongest. It will only appear to doomed people lost in icy mountains. Gulp.

HEIGHT: 5' 7"
WEIGHT: 122 lbs
EVOLUTION: None



#145 ZAPDOS
TYPE: Electric
ELEMENT: Electric/
Flying

As legend goes, this mystical bird Pokémon emerges from the clouds to fire massive lightning bolts at the ground. There have been unconfirmed sightings near the Indian Plateau power plant.

HEIGHT: 5' 3"
WEIGHT: 116 lbs
EVOLUTION: None



#146 MOLTRES
TYPE: Flame
ELEMENT: Fire/ Flying
HEIGHT: 6' 7"

This legendary bird isn't even believed to be real. According to myth every flap of its wings produces a stunning pyrotechnic display. When spotted it's said to vanish in a ball of fire.

WEIGHT: 132 lbs
EVOLUTION: None



#147 DRATINI
TYPE: Dragon
ELEMENT: Dragon
HEIGHT: 5' 11"

This dragon baby was another Pokémon long thought to be a legend until recently, when a small colony was uncovered living deep underwater. Nonetheless, they're still very rare.

WEIGHT: 7 lbs
EVOLUTION: Dragonair (level 30)



#148 DRAGONAIR
TYPE: Dragon
ELEMENT: Dragon
HEIGHT: 13' 1"

So gentle is the Dragonair that the very air around it has an aura of calm. It can also change the weather, turning a bad day into a nice one. Its long body is used in most of its attacks.

WEIGHT: 36 lbs
EVOLUTION: Dragonite (level 55)



#149 DRAGONITE
TYPE: Dragon
ELEMENT: Dragon/
Flying

Rarely has anyone ever seen a Dragonite. This water dwelling Pokémon is said to be a direct descendant of the ancient winged dragons of folklore. It's said to be as intelligent as any human.

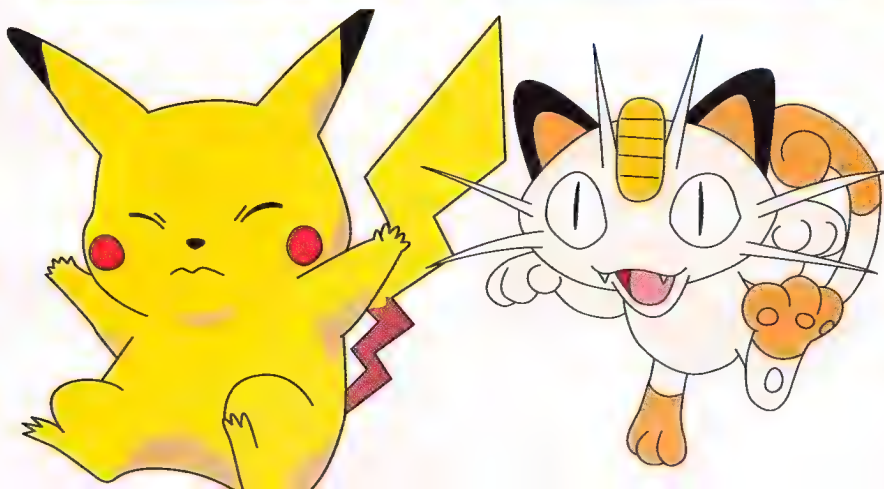
HEIGHT: 7' 3"
WEIGHT: 463 lbs
EVOLUTION: No more



#150 MEWTWO
TYPE: Genetic
ELEMENT: Psychic

The result of genetic experiments by Team Rocket, Mewtwo is a clone of the ultra-rare Mew. It's psychic powers are fearfully powerful and can only be captured by a Master Ball.

HEIGHT: 6' 7"
WEIGHT: 269 lbs
EVOLUTION: None



#151 MEW
TYPE: New species
ELEMENT: Psychic

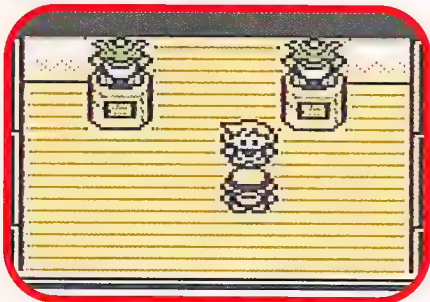
People think Mew is just a rumour but this psychic Pokémon is real. Its amazing genetic code means it can learn any power a trainer may wish to give it. The most highly sought Pokémon!

HEIGHT: 1' 4"
WEIGHT: 9 lbs
EVOLUTION: None

POKÉMON BLUE

The game that started it all. If you don't know what the fuss is about, get reading!

Just like Ash in the cartoon, you're a ten year old kid in the game. Ready to leave home and become a Pokémon Master. The aim is to travel around the world, hunting for wild Pokémon everywhere - in the long grass, caves, water - and build up your collection. By battling other trainers in the game, your Pokémon become stronger. And through challenging Gym Leaders at the big cities you earn Trainer Badges. Collect all of these and you can face the champions of the Pokémon League!



BREAK IT DOWN!

Three game styles make up the Game Boy Pokémon experience. Here they are.

1. ADVENTURE

If you've played any RPG before, you'll be familiar with this. Wandering from city to city, find objects, buy equipment from shops and heal your Pokémon at Poké Centres. Talking to people reveals new bits of story, leading you to tunnels or underground-bases. And you've got to keep looking for new species to fill up your Pokédex - a computerised fact file.

2. BATTLING

When you happen across a wild Pokémon, it wants to fight. Not you, but your tamed Pokémon. Unlike a beat 'em up, you don't do the hitting. Just pick one of your Pokémon's moves and let it at 'em! When the Pokémon is weak you can chuck a Poké Ball to trap it. Battling Trainers is much the same, only their collection are tougher. But

Out now on Gameboy. £24.99

that's the only way to get experience and money.

3. LINKING UP

What makes Pokémon so cool, is sharing it with other people. Either by whupping their puny Pokémon (or maybe getting yours whupped), or by trading. Why give other people your Pokémon? Because Pokémon that are swapped build up experience quicker. It's the only way to get a tough



POKÉMON YELLOW

What? Haven't seen Yellow in the shops yet? That's because it isn't out yet!

This is next Pokémon to hit Game Boy. Basically it's the same adventure as Blue and Red. So if you've already got those versions it may not be worth getting. But if you're just about to buy Pokémon, this is the best to start with. It's been revamped with a few cool extras. It's also known as Special Pikachu Edition and it should be obvious why...

PIKACHU, I CHOOSE YOU

Pokémon Yellow ties in with the TV show. So Professor Oak

gives you his special Pikachu at the start of the game, just like he does Ash. You can't choose Squirtle, Bulbasaur or Charmander. But hey, Pikachu's real tough, making the game slightly easier. You can't swap or evolve him and he won't get in a Poké Ball. Pikachu follows you around on screen. What's more you can talk to him and hear his replies. "Pika pika pi!"

Out July on Game Boy. £24.99





WHICH IS BEST: RED OR BLUE?

Neither. It's exactly the same adventure. The only difference is that some Pokémon are only available on one version. So you have to link up if you really want to catch 'em all. So don't think it's like joining a team. In fact, it's better to have the colour your friends don't have, because they'll be begging for Pokémon they can't catch. Oh, and if you're playing on a Game Boy Color, Red version looks Red and Blue looks Blue.

GET MEW: THE 151st POKÉMON!

If you want to complete your Pokédex, you need to get the elusive Mew, star of Pokémon: The First Movie. But you can't catch it in any Game Boy version. So how do you get it? Nintendo are planning to let a select few gamers download Mew from their Pokémon vaults. Keep your eyes out for details real soon!



THE POKÉMON LEAGUE!

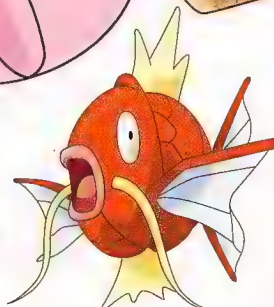
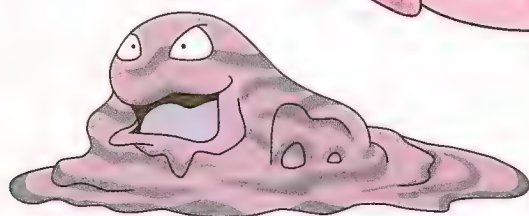
If you haven't got a tough collection of Pokémon yet, you better start training 'em! The Pokémon League Challenge starts in June. A national competition that lets you pit your Pokémon against the toughest in the UK. And there's major Poké prizes for the winners.

Don't say we didn't warn you!



DAZZLING YELLOW

There's other neat features too. James and Jesse from Team Rocket are in there. And you can hear Jigglypuff's lullaby. On Game Boy Color the whole game is coloured too. And if you've got a Game Boy Printer you can even print out Pokédex pages as stickers. Look out for a special Pikachu Game Boy to be released with it too.



POKÉMON PINBALL

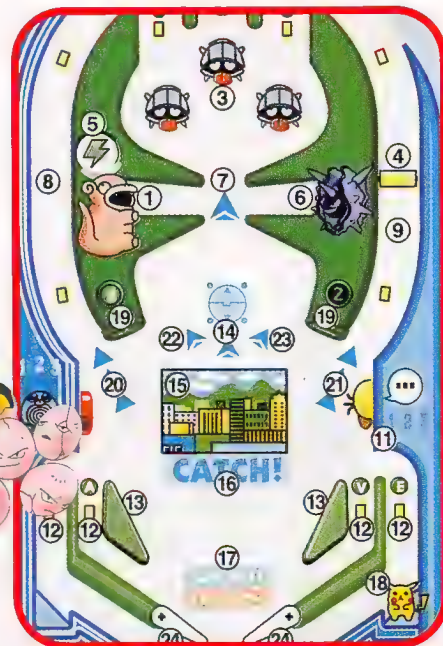
Out October on Game Boy. £24.99

The fastest-selling US Game Boy ever! This autumn UK Pokémaniacs can go flipping crazy too!

The name says it all. It's Pinball packed with Pokémon. But it's the way it's all done that's going to make Pokémon Pinball such a massive hit. For a start, the games set on two tables, Blue and Red, just like the games. You don't use a metal ball, instead you bounce a Poké Ball

around the screen. And the aim is to hit Pokémon and catch 'em all! That's right, all 150! Everytime you catch one, it appears in your Pinball Pokédex and each table has Pokémon specific to that colour too. The higher your score, the rarer the Pokémon that appear. And you can swap your Poké Ball for Great Balls and the Master Ball to get those extra tough monsters.

And if all that isn't enough, the cartridge has its own built-in Rumble Pak, and if you've got a Game Boy Printer you can print out your high score on stickers to prove you're a Pokémon Master. Start saving, because this one is going to be big!



POKÉMON GOLD & SILVER

Out Easter 2001 on Game Boy. £24.99

A loooong way off this one, but we thought you just had to know about the next generation of Pokémon.

Gold and Silver are the first 'new' Pokémon adventures since the originals. While Red, Blue and Yellow all follow the same story, these two have all-new characters, new towns, new features and 100 all-new Pokémon. Count 'em!

All the original Pokémon are in there too, but early on in the game you discover a Pokémon egg, leading Professor Oak to hail it as the

greatest discovery in Pokémon history. Why? Because it means Pokémon breed! Not only do you get male and female Pokémon, but babies too, including Togepi, who appears in the cartoon and movie, and Pichu, an unevolved and even cuter Pikachu.

Another new feature is an in-built clock. Not only does this time when Poké eggs hatch, but it also means you get day and night, and some Pokémon are nocturnal. There's new gadgets too. Replacing the Pokédex is a funky G-Shock style watch called the Poké Gear. And you now

have a cool new backpack with compartments.

Gold and Silver make full use of the Game Boy Color too. The graphics are in dazzling colour and you can swap data between machines using the infra-red link. Don't worry if you've got an old Game Boy, it works on those too. Surely proof that Pokémon is gonna to be the No.1 craze of 2001 too!



Out October on Nintendo 64. Etba

POKÉMON SNAP

Want to shoot a Pokémon. Soon you can! With a camera anyway.

Gotta Catch 'Em All means something totally different in Pokémon Snap. Because this time you've got to catch them on film. Yep, Pokémon Snap puts you out on safari, looking to get incredible photos of the monsters in their natural habitat. Fancy getting all 151? You'd better a lot of spare film!



ON LOCATION

You've got to remember, different types of Pokémon like hanging out in certain areas. Fire Pokémon like Charmander, for example, are more likely to be found in the volcanoes of Pokémon Island. And you need to watch the water if you want to snap a Dratini or Gyarados. As for Mew? Well he really is hiding, but you won't get the chance to see him until you've caught all 150 others. Harder than it sounds too, because some Pokémon can camouflage themselves and remain real still.



WELCOME TO POKÉMON ISLAND!

In Snap, you play Todd, the World's leading Pokémon photographer, first introduced in the TV series. He's been sent to Pokémon Island by Professor Oak to collect photos for research. Of course, Todd isn't a Trainer so it would be dangerous for him to wander the wilds on foot. Instead he uses a little monorail car, just like the ones in Jurassic Park. You can't control it much, but it has limited rocketed boosters and can even sail down stream.

SNAP HAPPY

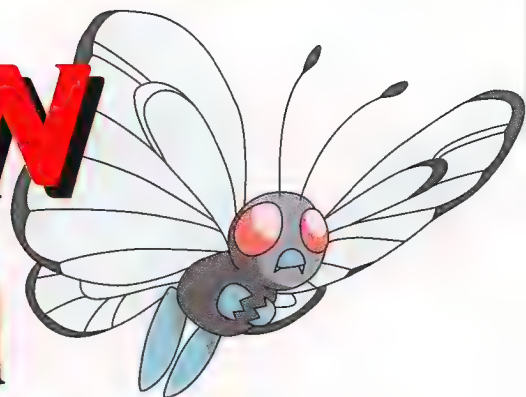
Taking good photos isn't easy, because you never know when the Pokémon are going appear. And they don't hang around either. The better the photo, or the rarer the Pokémon snapped, the more money Todd can earn. There's ways to get a better photo too. Get the Poké Flute for instance and you can startle Pokémon into responding!



PHOTO DEVELOPMENT

Just like Pokémon Stadium, Nintendo set up Snap Stations in Blockbuster video stores in America. With the chance to win a trip to DisneyWorld for the best photos. When Snap comes out over here, lets hope we get the chance to win prizes for our piccies too.

POKÉMON STADIUM



Out now on Nintendo 64. £59.99

Imagine watching Pokémon battling on telly like some WWF grudge match. Imagine they're your Pokémon. Imagine no more!

That's what Pokémon Stadium is all about! Watching your own personal Pokémon having an awesome monster brawl on your telly. Seeing how they'd look if they were real - in fantastic 3D. Watching them move like real monsters and witnessing what their incredible attacks actually do! All while a packed stadium cheers them on! How? By uploading your Game Boy cart into the Nintendo 64. It's as brilliant as it sounds and there's a lot more in there too!

THE BIG FIGHT

There's no adventure element to Pokémon Stadium. Which means, unless you've got the Game Boy version, there's not a lot of reason to play this. There are 'rental' Pokémon you can use, but it's not the same, and they're too weak to last long. Use your own Pokémon though and it's a battle royale! The fights work just like they do on Game Boy, taking turns with each player selecting moves, then sitting back and watching the result. All 151 Pokémon are here and they are spectacular. Now you can see how gassy Koffing is, how tiny Diglett looks, and how fiery Charizard gets!

WINNER TAKES ALL!

There's a whole load of different fighting modes in Stadium, including the chance to battle all eight Gym Leaders from the Game Boy adventure. And here they use smarter strategies, even swapping Pokémon midfight to get an advantage. These are more than just grudge matches though. For each victory you can win a rare or super-rare Pokémon to add to your Game Boy. Finally you can get all three evolutions of Eevee, or win the starter Pokémon you didn't get - Squirtle, Charmander and Bulbasaur. The opportunity to Catch 'Em all is really in here!



POKÉ FUN

There's also nine mini party games for four players to just chill out and have a laugh. Each one is centred around a specific Pokémon. There's a Sandshrew digging contest, a Drowsee hypnotising challenge (who can stay awake longest) and a Rattata hurdle race on moving conveyor belts. Even useless Kakunas get a hardening contest to see who can last an avalanche longest. Perfect playstuff for a Pokémon party!

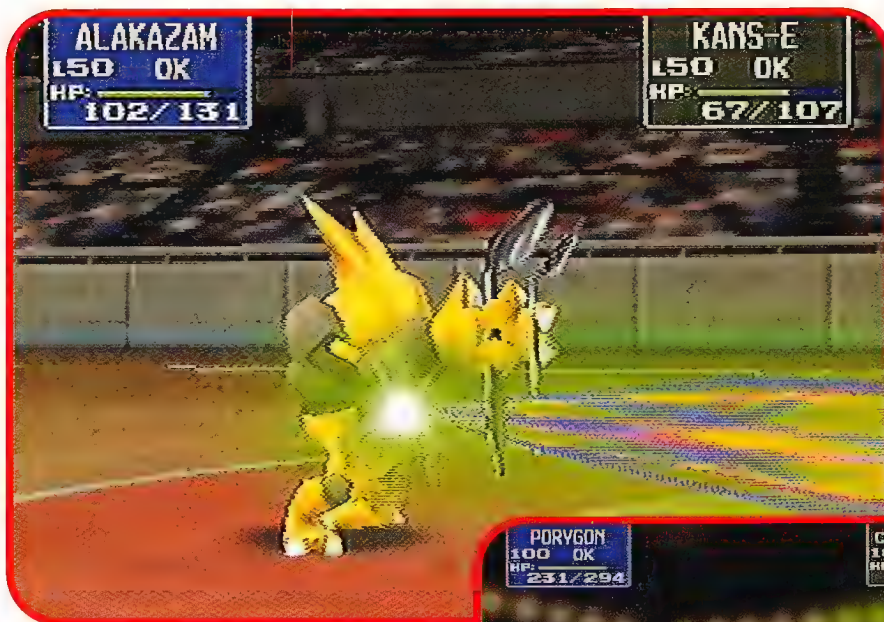
GO! GAME BOY GO!

You can even play your Game Boy Pokémon through your N64. The graphics are the same, but in enhanced colour and clearer to see. But the real fun of this is a speed setting letting you play the game four times faster. No more arduous wandering through areas you've already been through, or tapping your feet at the Poké Centre. You can whizz through the slow bits, getting straight to the battles. And wait until you get on the bike, your teeth will rattle!



SUPER POKÉLAB!

If there's one complaint about Game Boy Pokémon, it's how fiddly the PC is to use. Sorting through all your Pokémon, moving items around, it can waste hours. Stadium has a special Poké Lab to take those blues away. You can store over 400 items in it, and easily see which special powers go with which Pokémon. Plus you can put 240 Pokémon in the Lab in super-sized 30-pack boxes. And if you're feeling generous you can give a whole box of Pokémon to a friend! There's even an enhanced Pokédex, so you can view your monsters in extra-detail or check out a full-colour map.

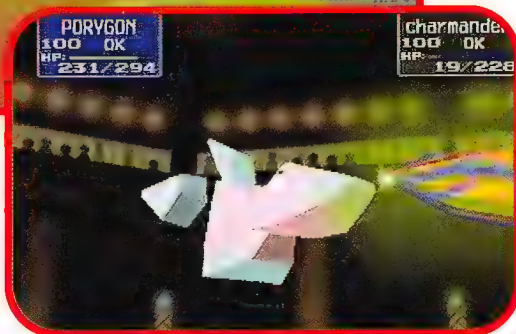


THE TRANSFER PAK

This is what lets connects your Game Boy cart to the N64, plugging into the bottom of your controller. It comes packed in with the game. But if you want to battle against a friend on screen, they need a Transfer Pak to go in their controller. They can be bought separately too.

STADIUM STATIONS

Want to capture you Pokémon in action? A gallery mode lets you take photos of your fights. Nice, but in America, Nintendo have set up Stadium Stations in stores, machines that let you print stickers of your fights. Hopefully they'll do the same thing over here!



CARD CRAZY!

The videogame may have come first and the TV show may be No. 1, but hardcore Pokémaniacs play cards!

It's the hottest selling piece of Poké merchandise. The Trading Card Game. In Japan 400 million cards have been sold. You can even get them out of vending machines. In America, some cards are so hard to get hold of, dealers are selling them on the black market at up to four times the price! And it's no different here. The Trading Cards were the UK's No. 1 selling toy this Christmas with 255 million now sold. If you want to stay ahead of the pack, you'd better shuffle a little closer.

WHAT'S IT ALL ABOUT?

With Pokémon Trading Cards you collect and train your favourite Pokémon, just like you do on Game Boy. Only here, you do it by finding cards that boost their skills. And having a tough posse of Pokémon means owning a powerful pack of cards. The only way to do this is to start collecting them and swapping!

GET TRADING

The rarer Pokémon are on harder-to-find cards. Some have snazzy foil covers and holographic effects. You can buy booster (11 card) packs at most newsagents and games shops, but you've got to be lucky to open a pack to find these rare cards. If you want to get them off someone you know has one, you're going to have to offer something they want in return. Make sure you're shrewd when trading!



EVOLUTION STAGE

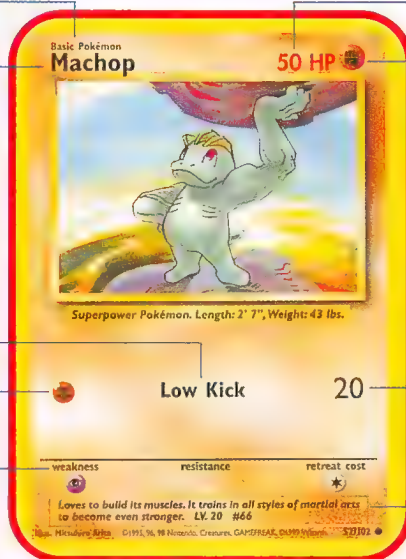
NAME

POKÉMON POWER

ATTACK COST

ADVANCED STUFF

(you don't need to know this yet)



HIT POINTS

POKÉMON TYPE

ATTACK DAMAGE

POKÉMON DATA





There's four types of card. TRAINERS, which last just once, ENERGY which feed your Pokémon's power, and two types of Pokémon, BASIC and EVOLUTION. They look just like a Pokédex entry.



Machoke is the next stage up from Machop. Place this on top of your basic Machop card and it boosts your Pokémon's power. That's how you evolve Pokémon in the Trading Card Game.

DECK 'EM!

Some people just collect the cards, but it's a game too. And a great one! And the trick is to have a strong deck (just like a Pokémon Master having a strong batch of Pokémon). The best way to start is with the Two-player Starter Set. It has two complete decks for you and a friend to get going. If you've been swapping cards for a while and already have a good mix, including some rarer ones, you've probably already got a good fighting force without realising it. But here's some tips for building a powerful pack.

- You must play with exactly 60 cards
- Make sure you have plenty of energy cards that are right for your Pokémon. They're needed for attacks.
- Try mixing around 10 trainer cards with 20 to 25 Pokémon. Make sure at least 15 are basic Pokémon. You want one in your opening hand.
- Test out your deck against other people. Find out what its weaknesses are.
- Trade any duplicates you have. A better mix will make your pack powerful.



There's no better time to get into the Pokémon Trading Card Game. Until now, you could only get 69 Pokémon. Now two new expansion sets - Jungle and Fossil - mean you can get 150. Start either get these by buying new booster packs (£2.49 each) or getting two new 60-card theme decks (£7.25) specially put together by experts. And look out later this year for Pokémon: The First Movie cards and the elusive Mew.

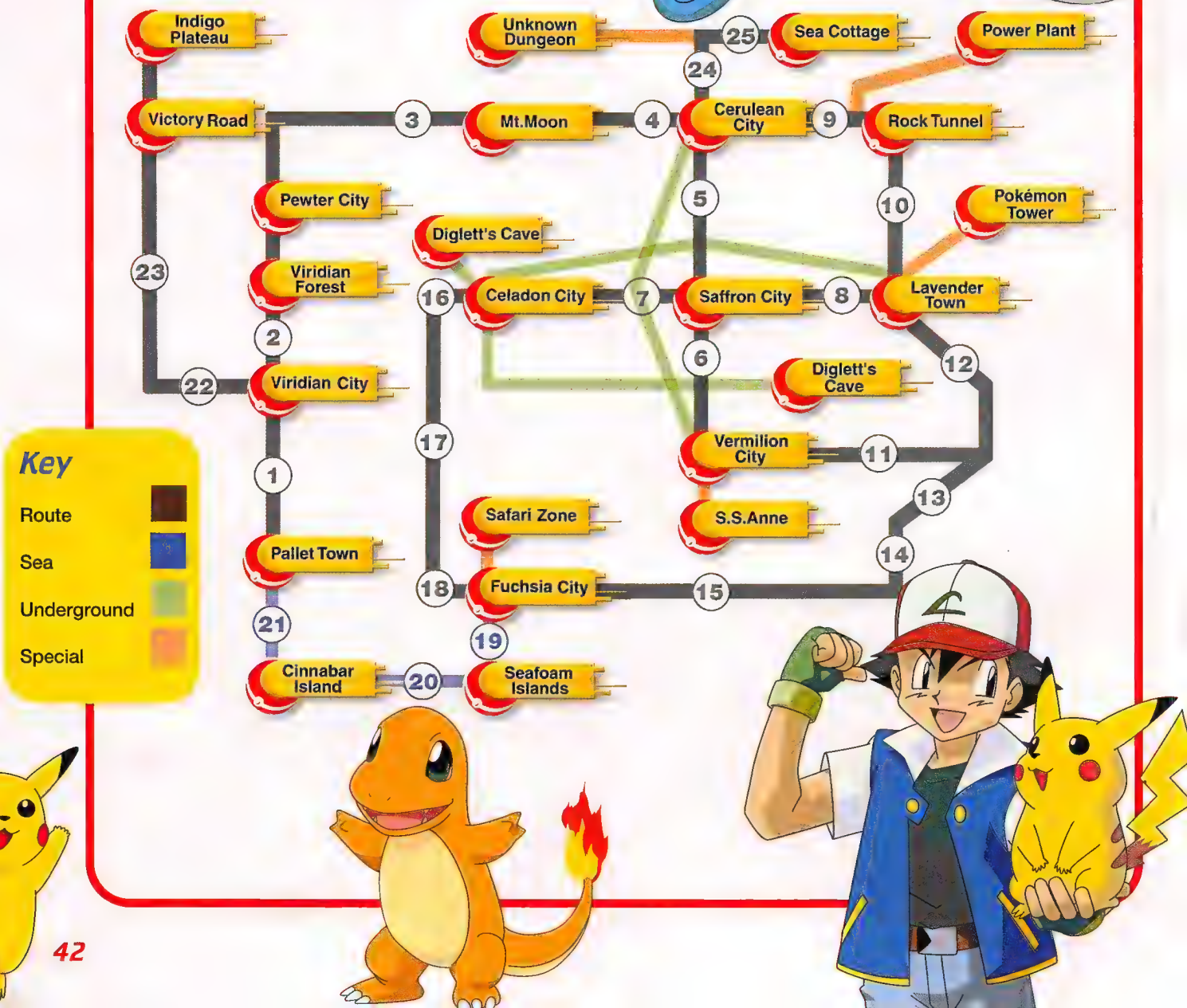


WELCOME TO POKÉMON WORLD

Finding all 150 elusive Pokémon and completing your Pokédex is the ultimate goal of the game, but this task is much harder than it sounds. Some creatures can only be caught at specific points in the game so knowing where to find each one is essential. As you flick through this guide you'll find maps of each and every area in the game along with the Pokémon you can find there. In addition, if there are any hints or tips to help you use the maps you'll find

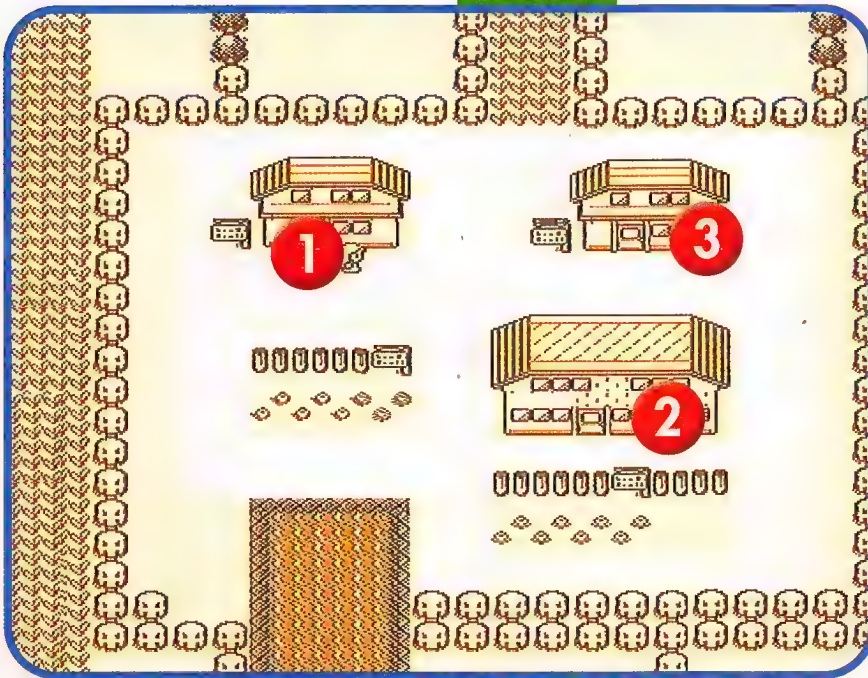
these in info boxes around the relevant map. You can use this guide as a complete walkthrough of the game or for help at certain areas when you need it. Also note that the maps are in the order you should visit them, enabling you to complete the game. So don't expect Route 5 to follow Route 4 if you need to go somewhere else first!

WORLD MAP



PALLET TOWN

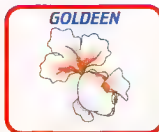
ROUTE 1



Pallet Town checklist:

1. Use the PC in your house to gain a Healing Potion.
2. Go to Prof. Oak's house and he lets you choose your very first Pokémon, we'd recommend you choose Squirtle but feel free to take the one you like the look of. You must also return to Oak's house once you have got the parcel from Viridian City, as this is how you earn your Pokedex.
3. If you go to Gary's house and talk to his sister, she gives you the Town Map. This item is essential if you want to find your way around the Pokémon world.

ROUTE 21

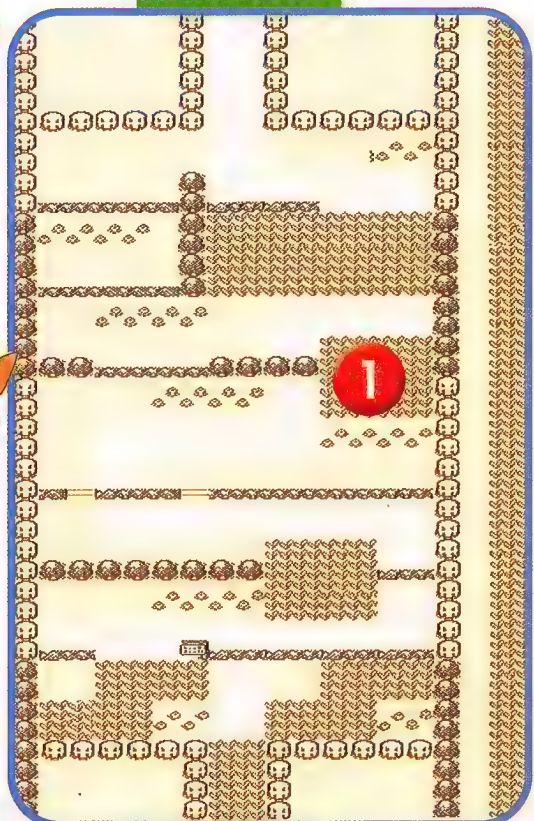


Pokémon found here

	Red version	Blue version
Charmander	One	One
Bulbasaur	One	One
Squirtle	One	One
Poliwag	Lots	Lots
Goldeen	Lots	Lots

ROUTE 1

VIRIDIAN CITY



Route 1 checklist:

1. Whenever you walk through long grass you are always under threat from wild Pokémon. The screen will flash and you are taken to the battle screen. You can run away from a battle but remember, in order to get your Pokémon to grow, you must gain experience and fighting is the only way to do this.

Pokémon found here

	Red version	Blue version
Pidgey	Lots	Lots
Rattata	Lots	Lots



Pidgey



Rattata

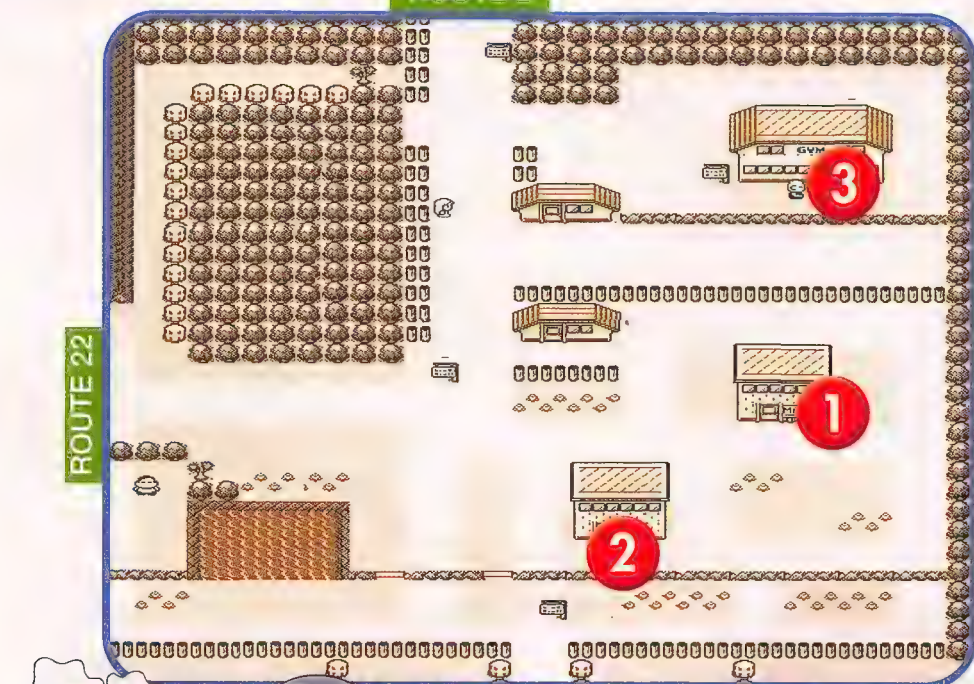
PALLETOWN

VIRIDIAN CITY

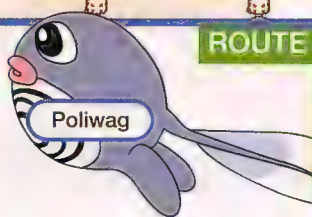
ROUTE 2

Viridian City Checklist:

1. In Viridian City you find the first Poké Mart. These shops are the place to buy all the essential items a Pokémon trainer needs. Your first purchases should be as many Poké Balls as you can afford as this means you can start to capture wild Pokémon. Also don't forget to pick up Prof. Oak's parcel from this store then take it back to him in Pallet Town.
2. Your next stop should be the Poké Centre. Here you can heal your Pokémon back to full health for absolutely nothing! You can also access the PC storage system that lets you access stored Pokémon and items.
3. As you play through the game you come across Gyms, these are where you find a town's Pokémon leader. Defeat the leader and you'll earn a badge that proves your skill as a Pokémon trainer. However, in Viridian City the Gym is locked and you won't be able to fight the leader until the game is nearly complete.



Goldeen



Poliwhag

ROUTE 1

Pokémon found here

	Red version	Blue version
Poliwhag	Lots	Lots
Goldeen	Lots	Lots

ROUTE 2

Route 2 checklist:

1. The Diglett's cave is found to the north of this route and is the only way to get around to certain areas of the world, until you have the ability to fly.
2. On Route 2 you'll be able to collect the valuable HM 05, which is Flash and gives you and your Pokémon the ability to see in dimly-lit caves. However, you must have at least 10 Pokémon in your collection to receive this HM. Therefore, if you don't have enough now, make a note and come back once you do.

Pokémon found here

	Red version	Blue version
Pidgey	Lots	Lots
Weedle	Rare	None
Rattata	Lots	Lots
Caterpie	None	Rare



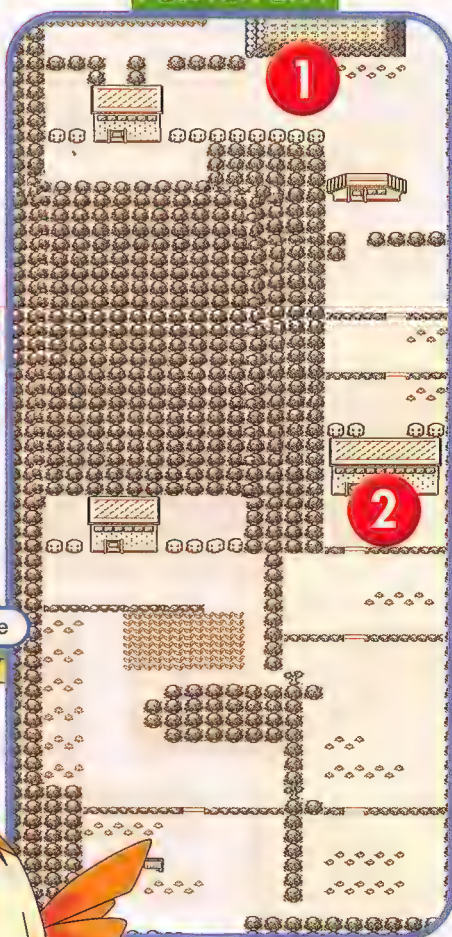
Weedle

Caterpie

Rattata

Pidgey

PEWTER CITY



VIRIDIAN CITY

VIRIDIAN FOREST

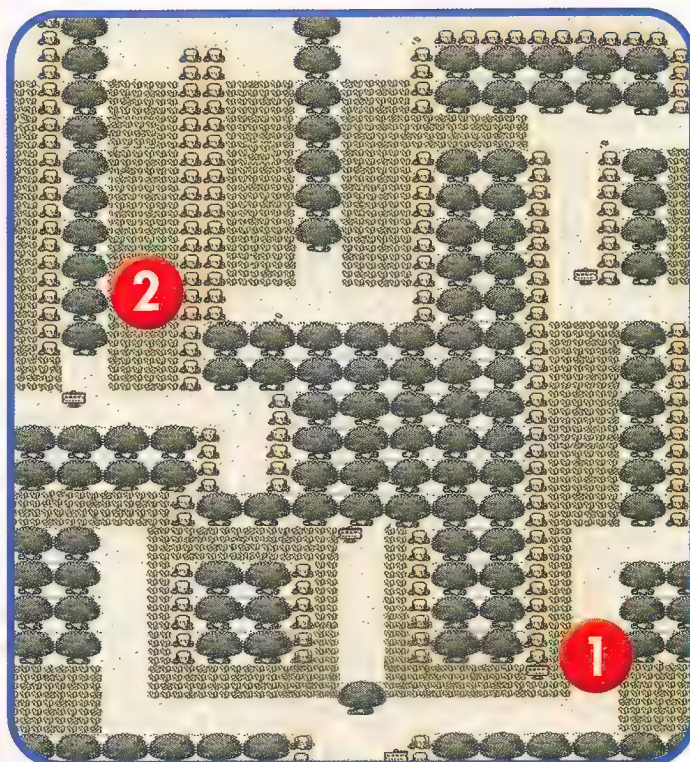
Viridian Forest checklist:

1. The forest is full of trainers who are all just waiting to take you on. Before you enter this area, be sure your Pokémon are fully healed and you're ready to fight, just think of the experience points you'll be gaining.
2. As you fight your way through the forest take a walk through the grass that lines the path, here you can find a wild Pikachu. At this stage in the game he'll only be a low level Pokémon but with a little training you can turn him into a fearsome warrior.

Pokémon found here

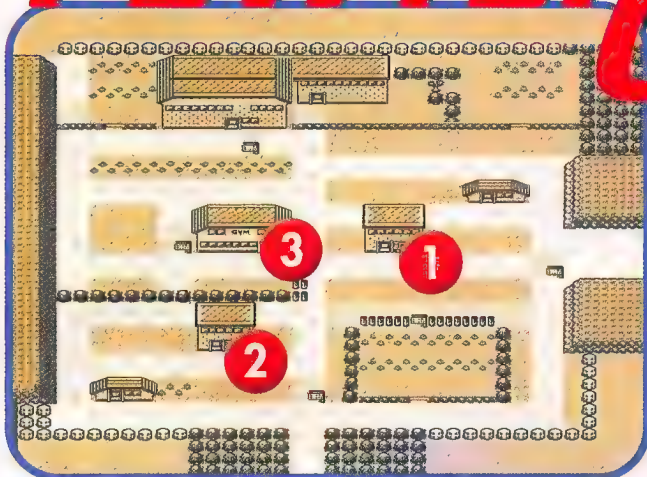
Red version Blue version

Caterpie	Rare	Lots
Kakuna	Lots	Rare
Metapod	Lots	Lots
Weedle	Lots	Rare
Pikachu	Rare	Rare



ROUTE 2

PEWTER CITY



ROUTE 3

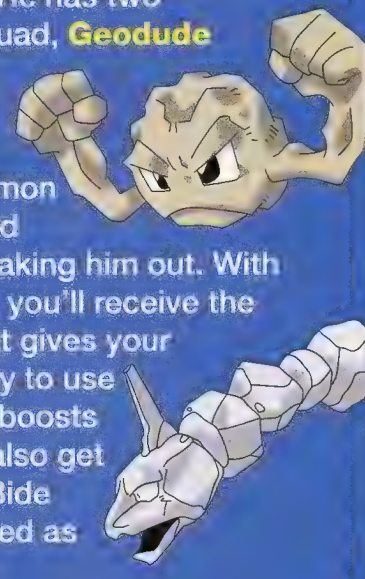
ROUTE 2

Pewter City checklist:

1. Make your first port of call in Pewter City the Poké Mart. You'll need to stock up on more Poké Balls and potions for what lies ahead.
2. Next head to the Poké Centre and get your squad of Pokémon healed.
3. It's time to fight your first Pokémon Leader. His name is Brock and you'll find him hanging out at the local gym. However, in order to face off against him you must first fight your way past his students in the gym, these Jr. Trainers are much less powerful but can wear down your squad of Pokémon if you are not careful.

Gym leader # 1: Brock

With the Juniors out of the way it's time to take out Brock. He has two Pokémon in his squad, **Geodude** at level 12 and an **Onix** at level 14. If you've been training your Pokémon carefully you should have little trouble taking him out. With Brock vanquished, you'll receive the Boulder Badge that gives your Pokémon the ability to use the Flash skill and boosts their attacks. You also get TM 34; this is the Bide skill and can be used as an attacking skill.

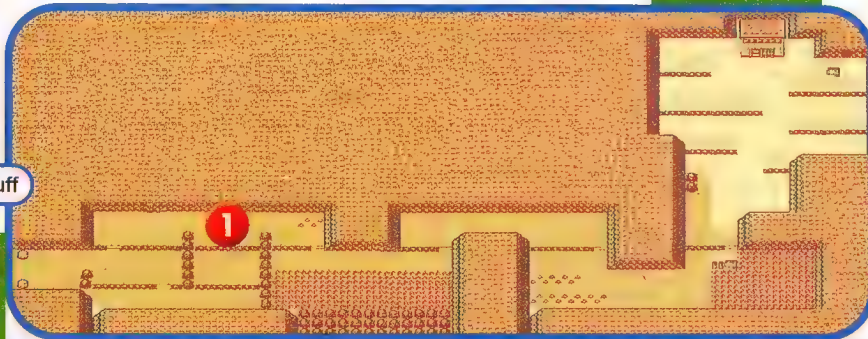


ROUTE 3

MT MOON

Jigglypuff

PEWTER CITY



Route 3 checklist:

1. Not much is going on here, however, you'll come up against another gang of Trainers all looking for a fight. You can also find the extremely rare Jigglypuff Pokémon lurking in the long grass so make sure you have plenty of Poké Balls to hand.

Pokémon found here

	Red version	Blue version
Jigglypuff	Rare	Rare
Pidgey	Lots	Lots
Spearow	Lots	Lots

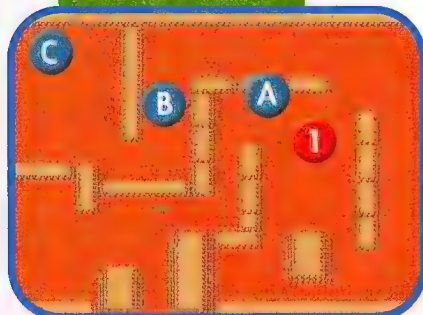


Pidgey

Spearow

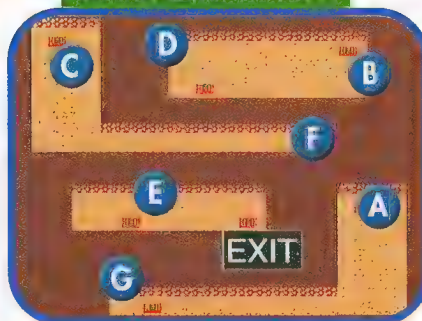
MT MOON

FIRST FLOOR

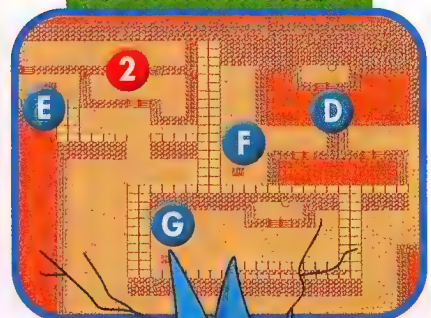


ROUTE 3

FIRST BASEMENT



SECOND BASEMENT



Mt. Moon checklist:

The Mt. Moon dungeon is spread over three levels. Each is mapped, so if you are having problems finding your way around use the maps as guidance.

1. This creepy dungeon is full of more Pokémon trainers, all looking for a scrap and while it is possible to avoid them, you should take the time to fight each one. Battling with other Pokémon trainers means you build up your squads abilities.
2. Once you've safely made your way through the cave network you meet up with a guy who is guarding two very rare Pokémon Fossils, if you defeat him you can choose one. These Fossils can grow into extremely rare Pokémon, and because it is impossible to get both you have to trade a mate for the other one.

Pokémon found here

	Red version	Blue version
Zubat	Lots	Lots
Paras	Rare	Rare
Geodude	Rare	Rare
Clefairy	Rare	Rare

Zubat

Paras

Clefairy

Geodude

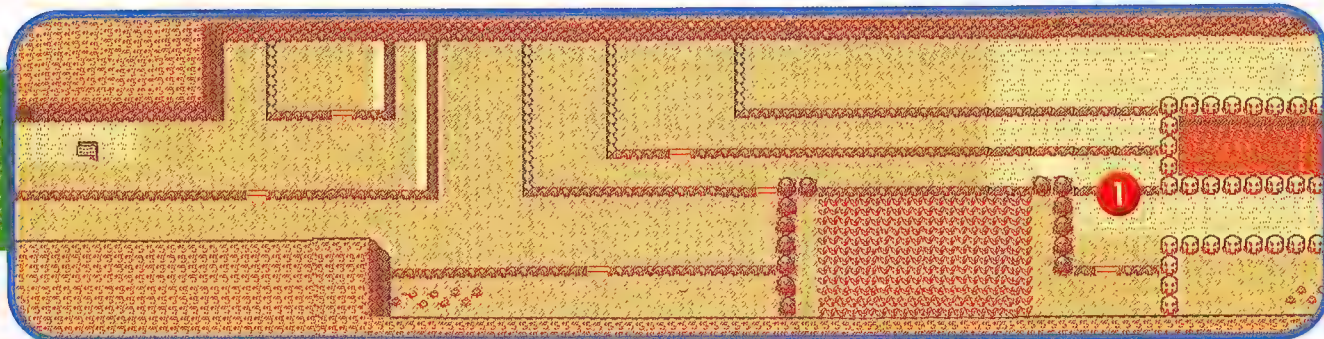


ROUTE 4



Rattata

MT MOON



CERULEAN CITY



Sandshrew

Route 4 checklist:

1. As you make your way along this route you should notice that once you have leaped across a couple of the ledges you cannot get back. However, this is all part of your adventure, you don't need to go back for the moment, just keep following the path forward and all will become clear.

Pokemon found here

	Red version	Blue version
Ekans	Rare	None
Spearow	Rare	Rare
Rattata	Lots	Lots
Sandshrew	None	Rare

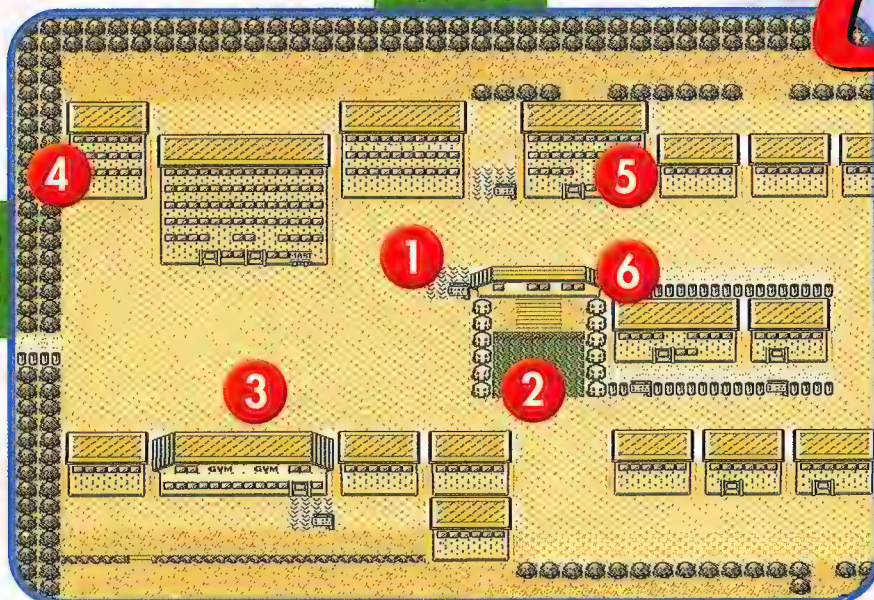


Spearow

CERULEAN CITY

ROUTE 24

ROUTE 4



ROUTE 9

ROUTE 5

Cerulean City checklist:

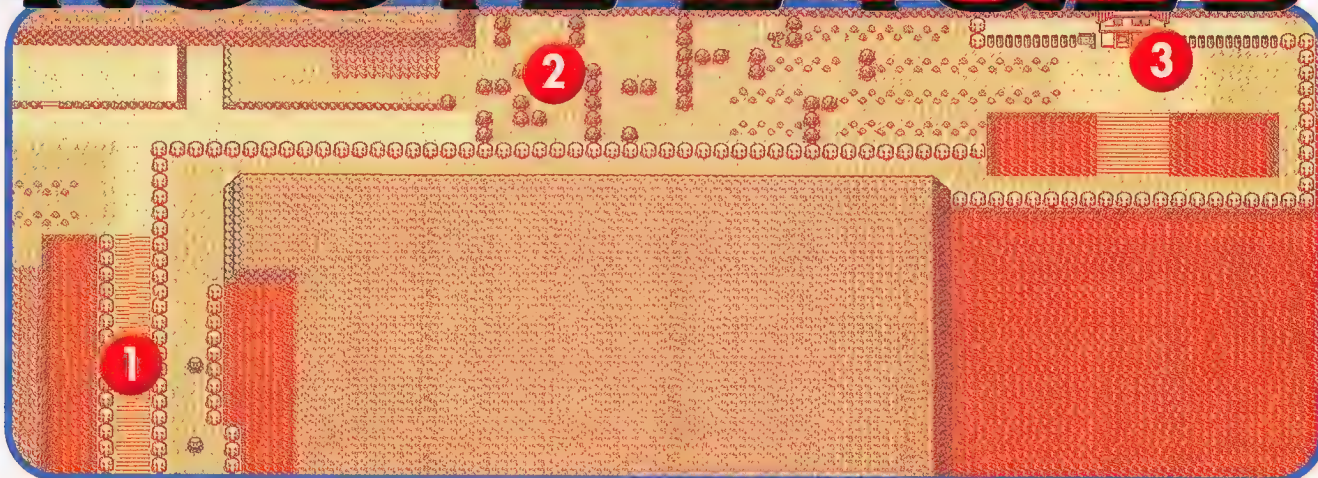
1. When you enter the city, head straight to the Poké Centre to heal your squad. Again you'll have to take on a Pokémon Leader in the city's gym, so you'll need all the strength you can get.
2. Next stop should be the Poké Mart so you can stock up on a few Poké Balls if you need them and as many Potions as you can afford. There is nothing worse than having your toughest Pokémon faint in the middle of a battle.

3. The bike shop is also worth a visit, although you won't be able to buy anything from here yet as the price (1,000,000 credits) is way above your price range. Actually, it always will be! You need a bike voucher, which you'll receive later in the game.
4. Near the west of the city you should spot a door in the rock face on the other side of a small section of water, this is the entrance to the 'Unknown Dungeon'. However, you'll need the Surf ability to get in here, so don't worry about it for the moment.
5. To the north of the city you'll find a policeman standing outside a house but he won't let you in. You must first finish off your business here then head off to the Sea Cottage.
6. Of all the tasks to complete in Cerulean City the most important is to fight the second Pokémon Leader, Misty. As with the first Pokémon leader you must fight your way past the junior trainers in order to get to Misty.

Gym leader #2: Misty

Misty specialises in training water Pokémon, so if you have a number of fire Pokémon in your squad then watch out as these water monsters can cause you real problems. If, however, you've been training up the Pikachu you caught earlier in the game, then you are in for an easy time, as electric Pokémon are deadly against Misty's water creatures. Misty has a Staryu at level 18 and a Starmie at level 21, so keep an eye on your Pokémon's energy and use heal potions to keep them alive. This is particularly important with Pikachu, as he can win the battle on his own if he doesn't faint first. For winning this battle you'll receive the Cascade Badge, which gives your Pokémon the ability to use HM01 to cut down any bushes that block your path. You also get TM 11, which is the Bubblebeam attack. If you have a Water Pokémon then teach this move to them for a deadly attack.

ROUTE 24&25



GERULEAN CITY

Sea Cottage checklist:

1. As you make the long walk toward Bill's Sea Cottage, you must again fight Gary, your rival from your hometown. His squad of Pokémon are getting tougher all the time; his starting Pokémon is now at level 17 and he also has a level 18 Pidgeotto, level 15 Abra and a level 15 Rattata. However, if you've been building up those experience points you should have little trouble taking him out.
2. Once you've got past all the trainer battles that litter the route to Bills Cottage, you can finally talk to the man himself, and what a Pokémaniac he is! Help Bill out and he rewards you with a ticket to the trainers party on the S.S. Anne.
3. Once you've got the ticket from Bill, head back to Cerulean City and go to the house that previously had a policeman standing outside. He has now stepped aside so you can get in, use the back door to exit and follow the path to Route 5. Be sure to fight the Team Rocket member before you do so as he gives you TM 28 which gives your Pokémon the ability to dig.

Pokémon found here

	Red version	Blue version
Weedle	Lots	Rare
Pidgey	Rare	Rare
Oddish	Rare	None
Metapod	Rare	Lots
Kakuna	Lots	Rare
Caterpie	Rare	Lots
BellSprout	None	Rare
Abra	Rare	Rare
Krabby	Lots	Lots
Goldeen	Lots	Lots
Psyduck	Lots	Lots

CATERPIE



METAPOD



ABRA



PIDGEY



BELLSPROUT



PSYDUCK



KRABBY



ODDISH



KAKUNA



WEEDLE

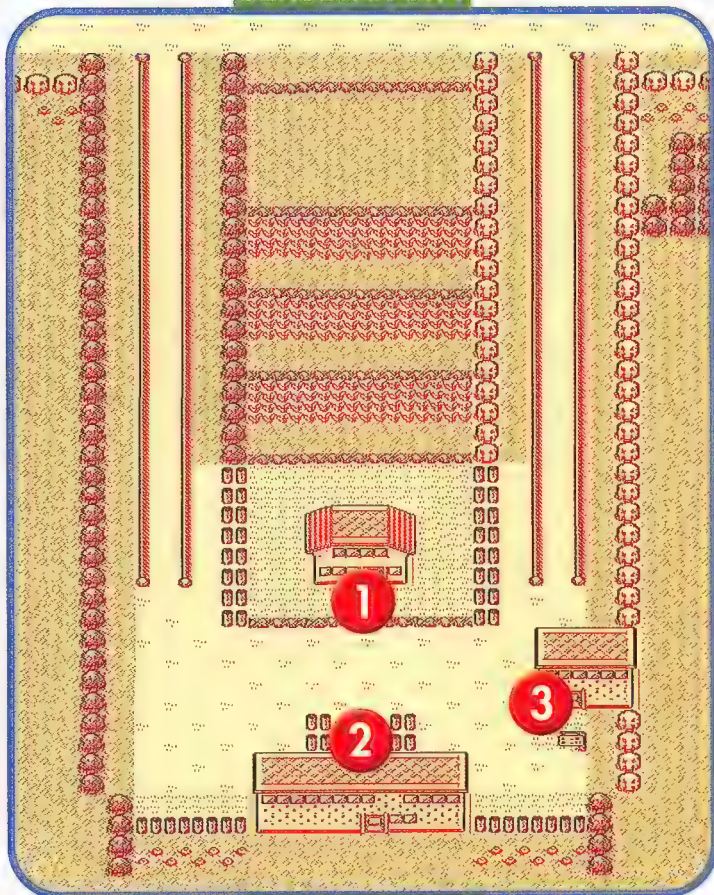


GOLDEEN



ROUTE 5

CERULEAN CITY



Route 5 checklist:

1. To the south of this route, you find a Pokémon training centre, it's like a Pokémon nursery. If you leave a Pokémon here then come back a little later he'll have gained a level of experience, although be aware that this costs 100 credits for each level gained.
2. At the very south edge of Route 5 you'll find a gatehouse that leads directly to Saffron City. However, you can't get past the gatekeeper as he is in a very bad mood, not to mention really thirsty. If you could find a drink to give him he might just let you pass!
3. The small house to the east of the gatehouse leads to an underground passage. This tunnel leads directly to Route 6 and is the only way to continue your quest so once you've visited the other two buildings in this area head here to move on.

Pokémon found here

	Red version	Blue version
Mankey	Rare	None
Meowth	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Bellsprout	None	Rare



SAFFRON CITY

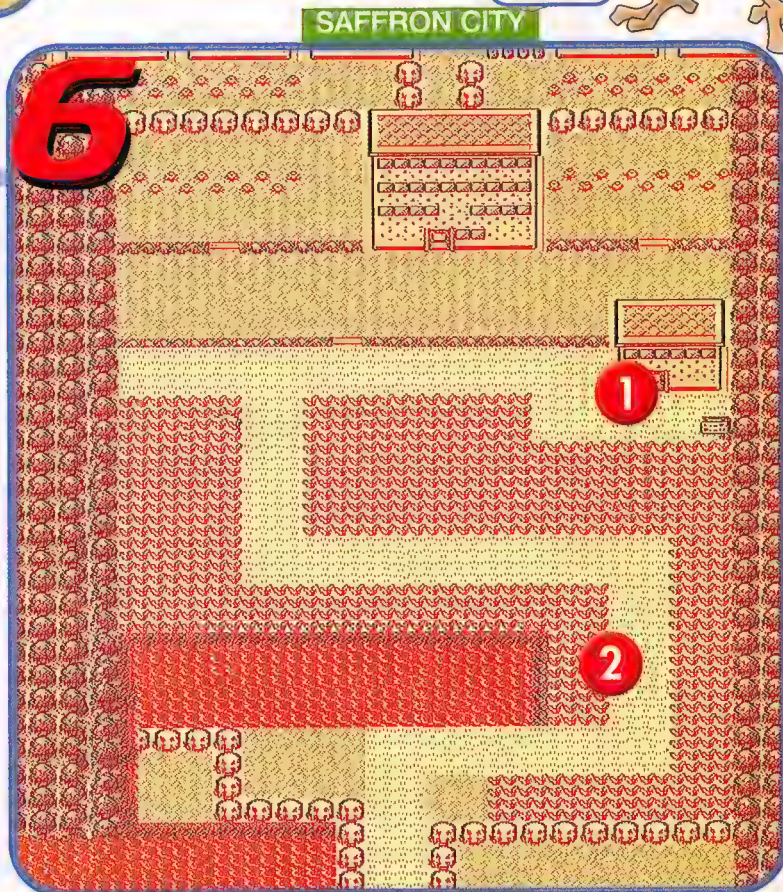
ROUTE 6

Route 6 checklist:

1. This is another really quiet area with very little going on. However, it does mean you can finally reach one of the bigger cities in the game. Exit the underground passage then go south, here is Vermilion City.
2. As you make your way along this route, you are once again attacked by many rival trainers. Battle them all as the experience points will help strengthen your squad.

Pokémon found here

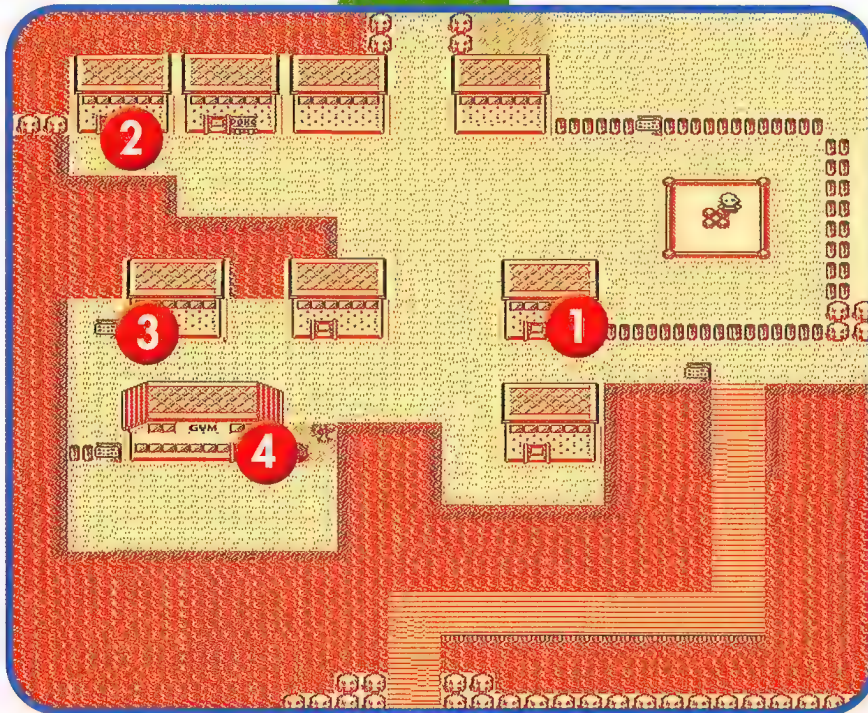
	Red version	Blue version
Mankey	Rare	None
Meowth	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Bellsprout	None	Rare



VERMILION CITY

VERMILION CITY

ROUTE 6



S.S. ANNE

Vermilion City checklist:

1. As ever, head to the Poké Mart first, this time around they have an improved list of items to buy. This includes the Super potion, which will boost your Pokémon's energy when damage is sustained in a battle.
2. In the northwest corner of the city you'll find a small house that is home to a fishing king. Have a chat with him and he gives you an old fishing rod, this means you can now fish for Pokémon in sections of water.
3. Head to point four on the map and you'll find the Pokémon Fan Club, these guys are really serious about their Pokémon. They are also very helpful, talk to their leader and he gives you a Bike Voucher, which you can take to the shop in Cerulean City to trade for a shiny new bike.

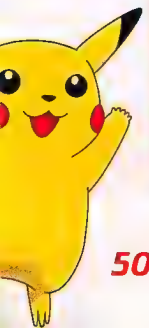
4. You won't be able to get to the gym until you have the cut ability from the captain of the S.S. Anne. This ship is docked in the bay south of Vermilion City. Once you have this valuable ability you can chop down the bush and get into the gym to take on the third Pokémon leader. Check out the maps for the S.S. Anne on the following page for info on getting this Pokémon ability.

Gym Leader #3: Lt. Surge

As before you must fight your way past the Junior trainers at the gym in order to take on third leader. Make sure you have plenty of potions to heal yourself before the final battle. Lt. Surge has a tough squad of electrical Pokémon that are easily the hardest you have come up against so far. His squad consists of a level 18 Pikachu, a level 24 Raichu and a level 21 Voltorb.

If you have water based Pokémon then you could be in for a tough battle as electrical Pokémon can score some big hits. However, remember that this factor works both ways, it just depends who has the most energy to begin with. Earth Pokémon are the ones that can win this battle in a matter of seconds!

For winning this battle you receive the Thunder Badge which gives your Pokémon the ability to fly between cities. In addition you also get TM 24 which is the Thunderbolt move. This, when taught to an electric Pokémon like Pikachu, can be deadly.



S.S. ANNE



S.S. Anne checklist:

This ship is absolutely full of things to collect, just check out the list of booty on offer:

TM 08 - a powerful Bodyslam
Pokémon attack
Max Ether
Great Ball
Ether
Max Potion
Rare Candy
TM 44 - Rest Ability

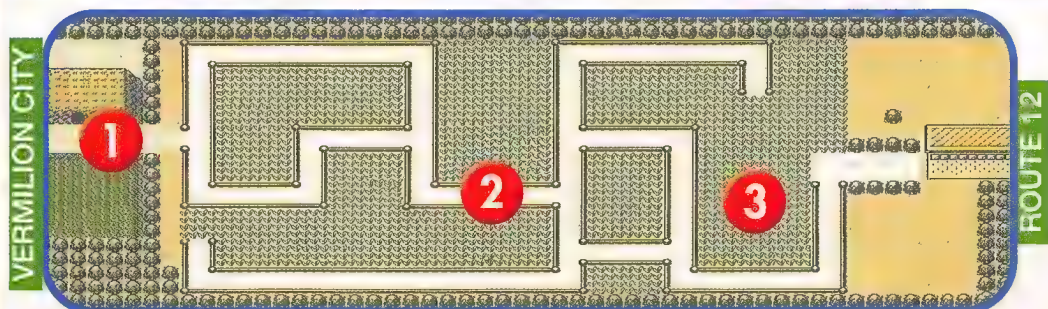
Don't even think about going to see the captain of the ship until you have collected each of this pick-ups.

1. The captain of the ship has a small problem, he suffers from sea sickness which means the ship cannot sail. However, with a little help from you he seems to be feeling much better and decides it's time to start the voyage. In return for your help he gives you HM 01, this is the Cut ability and lets Pokémon hack their way through bushes. Now leave the ship and watch it sail off into the sunset, never to return. Bet you're glad you got all those pick-ups now.
2. You can now return to Vermilion City and use the Cut ability to enter Lt. Surge's gym.

Route 11 checklist:

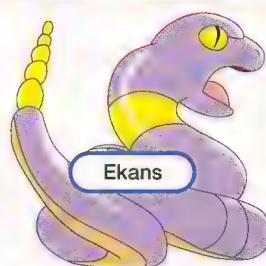
1. This Route takes you toward Lavender Town, however, the Gatehouse cannot be passed as a sleeping Snorlax is blocking the path. You'll have to use the Diglett's cave as an alternative route which is full of wild Pokémon. Make sure you have a few spare Poké Balls. This cave connects Route 11 with Route 2 so from here you can now head north to Pewter City then east to Cerulean City. From here go through the City and then onto Route 9. That Snorlax makes life difficult!
2. Route 11 is full of trainers that have Pokémon ranging from level 18 through to level 21. You should have built up enough experience by this stage to take this kind of opposition out with relative ease. Just make sure you spread the battles between all your Pokémon as this way they all gain experience.
3. Looking for more wild Pokémon? Well here you'll find a number of rare creatures for your collection as well as some common Pokémon you should already have.

ROUTE 11

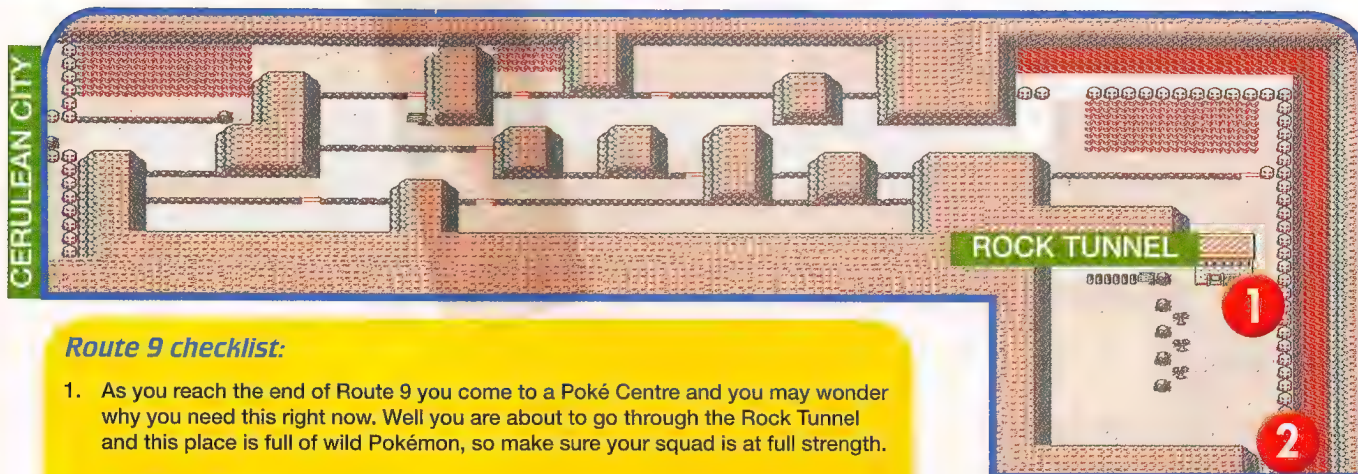


Pokémon found here

	Red version	Blue version
Drowzee	Rare	Rare
Sandshrew	None	Lots
Ekans	Lots	None
Spearow	Lots	Lots



ROUTE 9



Route 9 checklist:

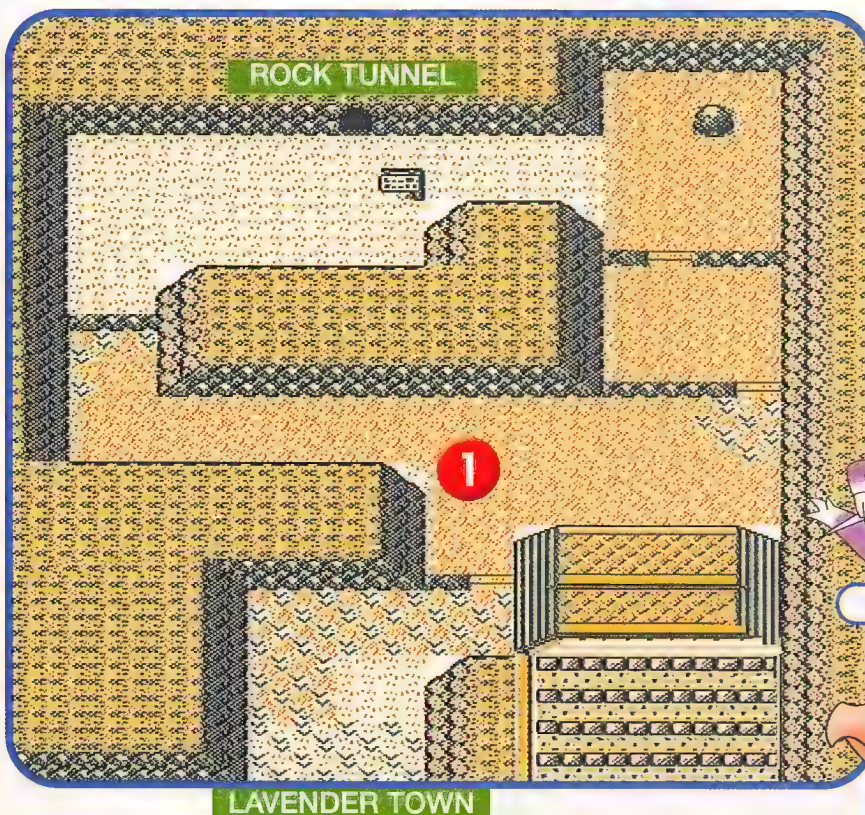
1. As you reach the end of Route 9 you come to a Poké Centre and you may wonder why you need this right now. Well you are about to go through the Rock Tunnel and this place is full of wild Pokémon, so make sure your squad is at full strength.
2. The Power Plant is also found at the end of Route 9 but you won't be able to get this location until you have the ability to surf. We'll provide you with tip for this electrical outlet on page 80, as not only do you need Surf to reach it but the wild Pokémon found here are some of the toughest in the game.



Pokémon found here

	Red version	Blue version
Sandshrew	None	Lots
Spearow	Lots	Lots
Rattata	Lots	Lots
Voltorb	Lots	Lots
Arbok	Lots	Lots

ROUTE 10



Pokémon found here

	Red version	Blue version
Sandshrew	None	Lots
Spearow	Lots	Lots
Rattata	Lots	Lots
Voltorb	Lots	Lots
Arbok	rare	none

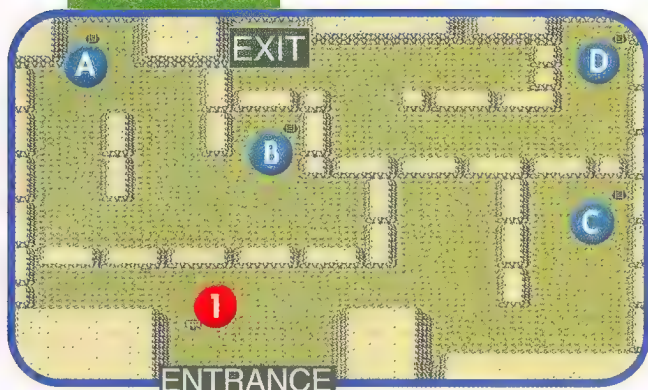
Route 10 checklist:

1. Once you've safely made it through the Rock Tunnel you find yourself on Route 10. This is a very short area and leads you south to Lavender Town.

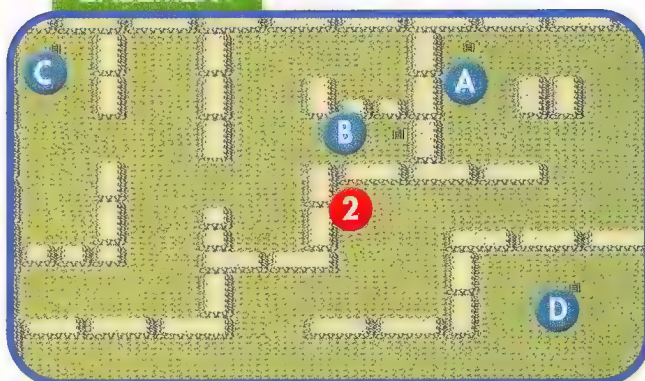


ROCK TUNNEL

FIRST FLOOR



BASEMENT



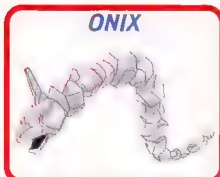
Rock Tunnel checklist:

1. Before you even enter the Rock Tunnel be sure you have HM 05, this is Flash and gives you and your Pokémon the ability to see in this dark cave. If you have been following this guide then you'll have HM 05, if not flick back to page 44 and go get it.
2. The Rock Tunnel is the perfect place to build up on experience points for your Pokémon. Not only are there loads of trainers to be found within this dark cavern but you can also find three extremely rare wild Pokémon. Go get 'em all.

Pokémon found here

	Red version	Blue version
Geodude	Rare	Rare
Onix	Rare	Rare
Zubat	Lots	Lots
Machop	Rare	Rare

ONIX



MACHOP



ZUBAT

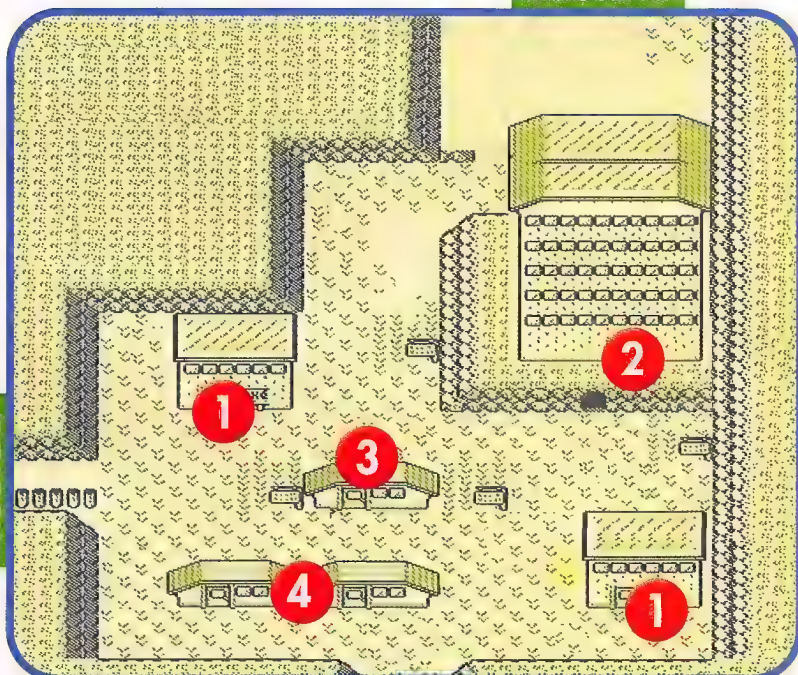


GEODUDE



LAVENDER TOWN

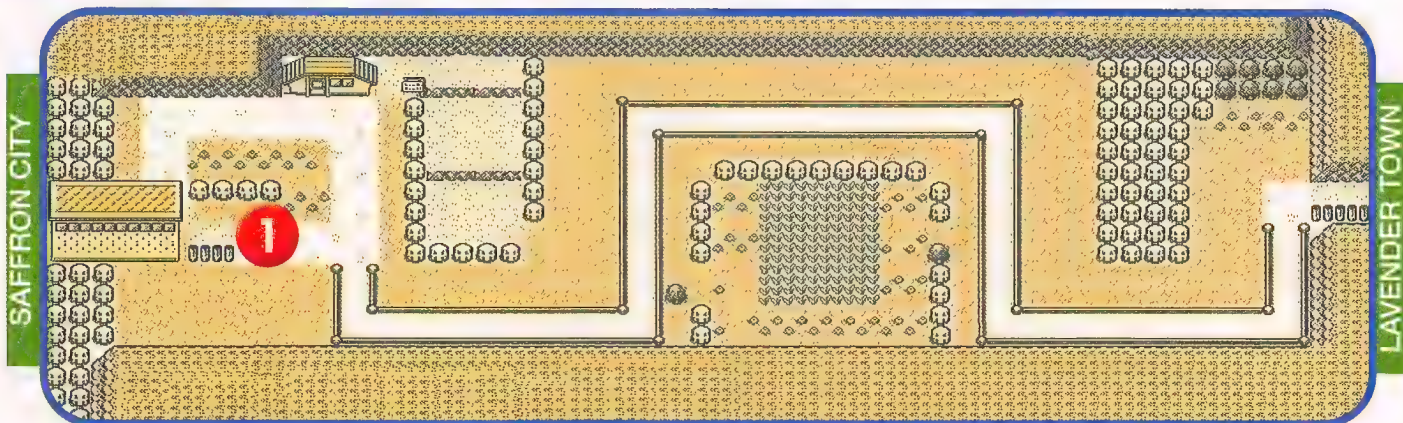
ROUTE 10



Lavender Town checklist:

1. As most towns and cities Lavender Town has both a Poké Centre and a Mart, visit both to top up on health and items respectively.
2. Lavender Town is the home of the Pokémon Tower and is the place where the spirit of a dead Pokémon will rest in internal peace. However, in order to identify these deceased Pokémon you must first have the Silph Scope which is found later in the game. There are maps and tips for Pokémon Tower on page 58 when you have the Silph Scope.
3. The house at the very centre of Lavender Town is where Mr. Fuji lives but he is missing. It is thought that he has been kidnapped and is held somewhere in the Pokémon Tower, so again forget about this until you have the Silph Scope.
4. Have you been giving you Pokémon names as you play through the game? Well, if you have head to the house to the south of the town. The man who lives here will rate the name you gave your Pokémon and you can even change the name if you want.

ROUTE 8



Route 8 checklist:

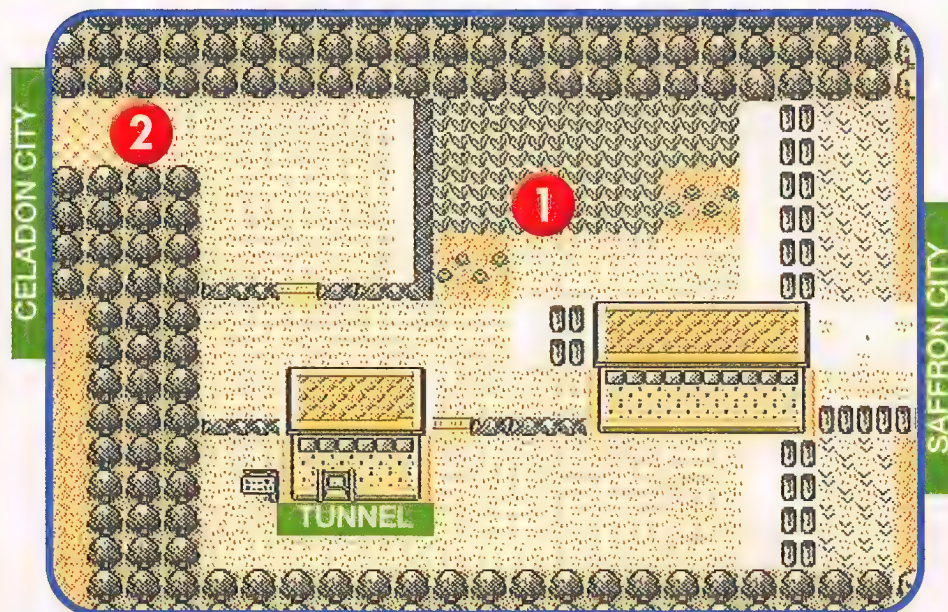
1. Route 8 leads to another one of those underground passageways and this time you're free to take a breather as there are no wild Pokémon to take on. This underground route will bring you out on the very short Route 7 and then on to Celadon City.

Pokémon found here

	Red version	Blue version
Sandshrew	None	Lots
Meowth	None	Rare
Arbok	Rare	None
Pidgey	Lots	Lots
Mankey	Rare	None
Vulpix	None	Rare
Growlithe	Rare	None



ROUTE 7



Route 7 checklist:

1. Very little to be found here although if you're serious about collecting all 150 Pokémon you can find a number of rare beasts hiding in the long grass on this route.
2. With the Pokémon you need safely stored in Poké Balls, head to the northwest corner of Route 7 and enter Celadon City.

Pokémon found here

	Red version	Blue version
Meowth	None	Rare
Mankey	Rare	None
Vulpix	None	Rare
Growlithe	Rare	None
Bellsprout	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots

VULPIX



ODDISH



PIDGEY



BELLSPROUT



MANKEY



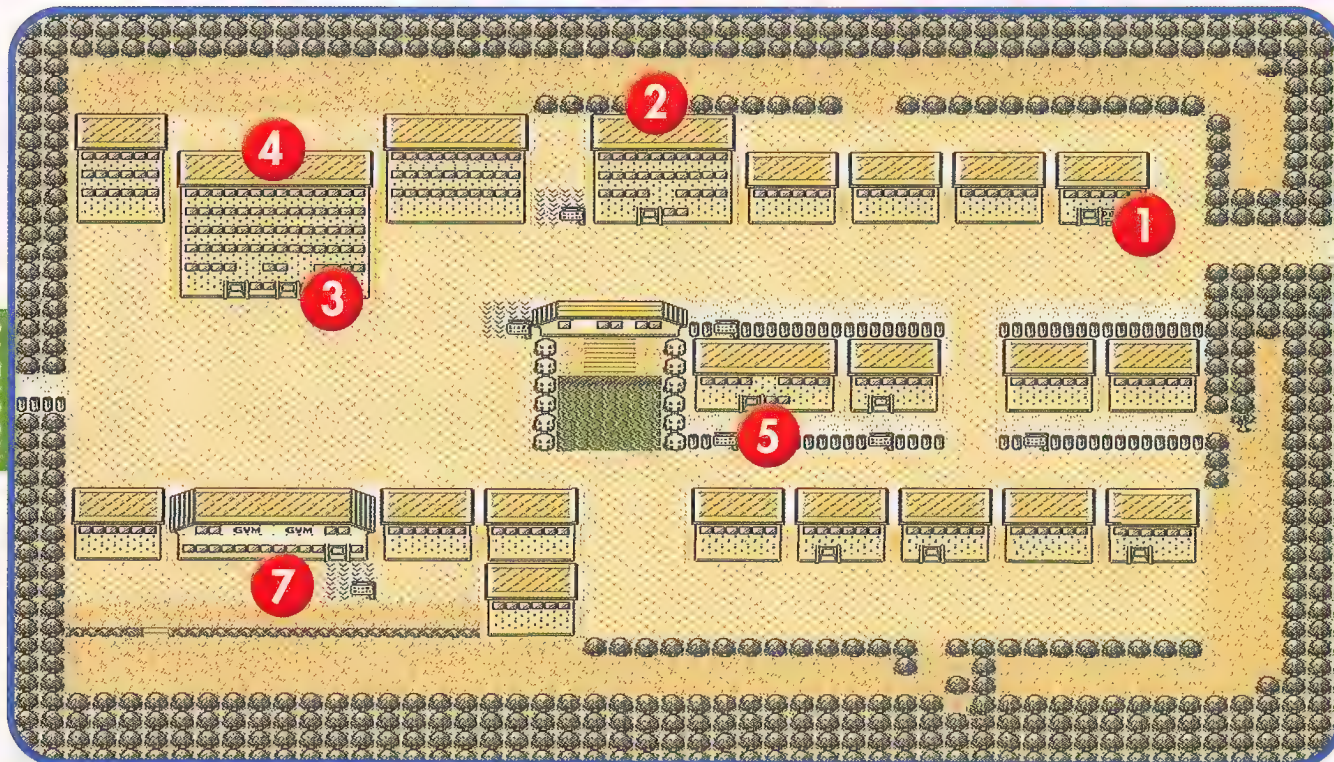
GROWLITHE



MEOWTH



CELADON CITY



Celadon City checklist:

1. If your squad need healing, head to the Poké Centre in the northeast corner of the city. You'll need all the Pokémon at full strength for both the Gym battle and exploring Team Rockets HQ.
2. A rare Pokémon is up for grabs if you head to the rear entrance of the large house to the north of the city. Go up to the second floor and here you'll find Pokémon called Eevee. This is the only place in the game you can find her!
3. Celadon features the largest Poké Store in the game. This shop stocks a massive range of items that any rich Pokémon trainer shouldn't be without. Just check out the list on page 56.
4. Remember those thirsty guards who wouldn't let you pass the gatehouses earlier in the game. Well make sure you go to the roof top of the huge Poké Store and buy a few drinks. You can now give one to a guard and he'll let you pass.
5. Celadon City also features a gaming room, here you can gamble on the slot machines in an attempt to win some cash. This can be exchanged for goodies at small building next door. However, before you can start gambling you first need something to store your money in! Head to the small house directly below the exchange centre, the barman will give you a purse so you can hold the money you win.
6. One of the main tasks in the Celadon City is to find and explore Team Rockets HQ. The entrance can be found at the back of the gambling house, if you talk to the Team Rocket member he'll challenge you to a fight. Beat him and gain access through the hidden door.
7. The final task in the city is to defeat the Gym Leader. The Gym itself is found in the southwest corner of the city but to get to it you'll need the ability to cut down bushes, which you should have by this point anyway!



CELADON CITY *CONT.*

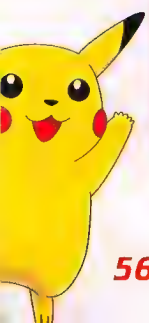
Department store Price List

<i>Second Floor</i>	<i>Price</i>	<i>Fifth Floor</i>	<i>Price</i>
Burn Heal	250	X Speed	350
Awakening	200	X Speed	350
Ice Heal	250	X Special	350
Super Repel	500	X Attack	500
Great Ball	600	X Defend	550
Super Potion	700	Dire Hit	650
Revive	1,500	Guard	700
TM 32 Double Team	1,000	X Accuracy	950
TM 33 Reflect	1,000	Calcium	9,800
TM 02 Razor Wind	2,000	Carbos	9,800
TM 07 Horn Drill	2,000	Iron	9,800
TM 37 Egg Bomb	2,000	Protein	9,800
TM 09 Take Down	3,000	HP Up	9,800
TM 17 Submission	3,000		
TM 01 Mega Punch	3,000		
TM 05 Mega Kick	3,000		
<i>Fourth Floor</i>	<i>Price</i>	<i>Roof Level</i>	<i>Price</i>
Poke Ball	1,000	Fresh Water	200
Fire Stone	2,100	Soda	300
Leaf Stone	2,100	Lemonade	350
Thunder Stone	2,100		
Water Stone	2,100		

Gym Leader #4: Erika

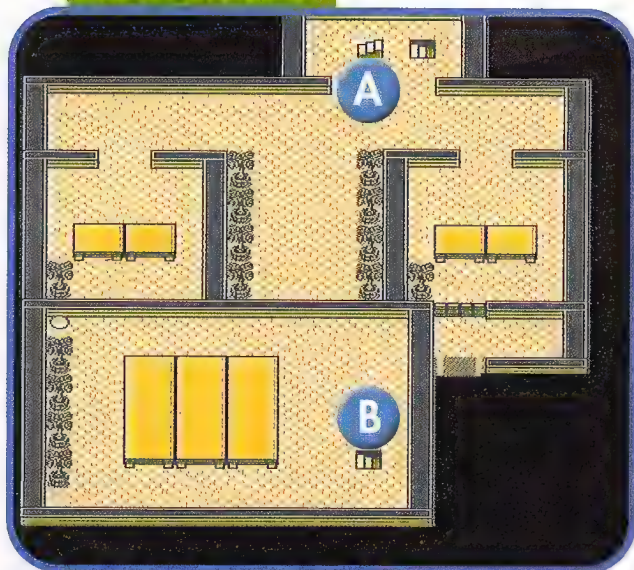
The fourth Gym leader is Erika and she has spent all her life training earth Pokémon. Erika has a Tangela at level 24, a Victreebel at level 29 and a Vileplume also at level 29. As you can see these Pokémon are among the toughest you'll have seen in the game, so be ready for a long battle.

For winning this battle you receive the Rainbow badge which makes all Pokémon up to level 50 obey you and better still boosts your Pokémon's attack strength. In addition the defeated Erika will give you TM 21, this move is Mega Drain and is great for inflicting damage in a close battle.

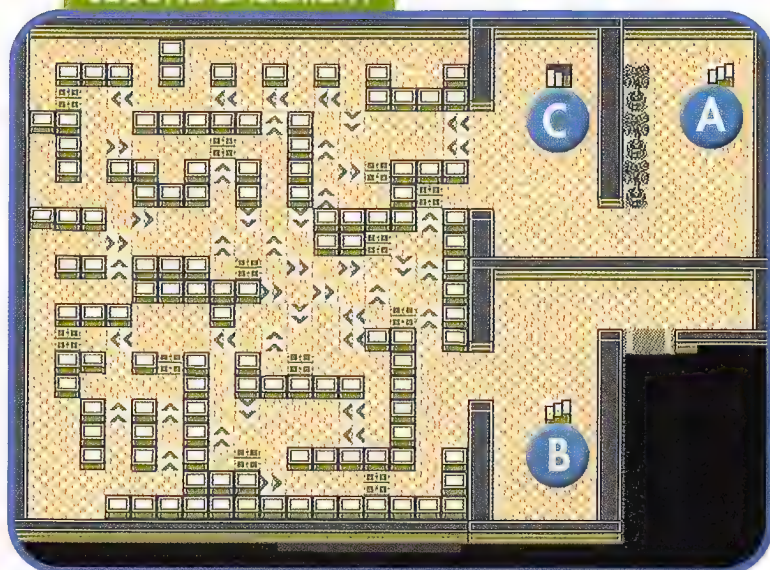


TEAM ROCKET HQ

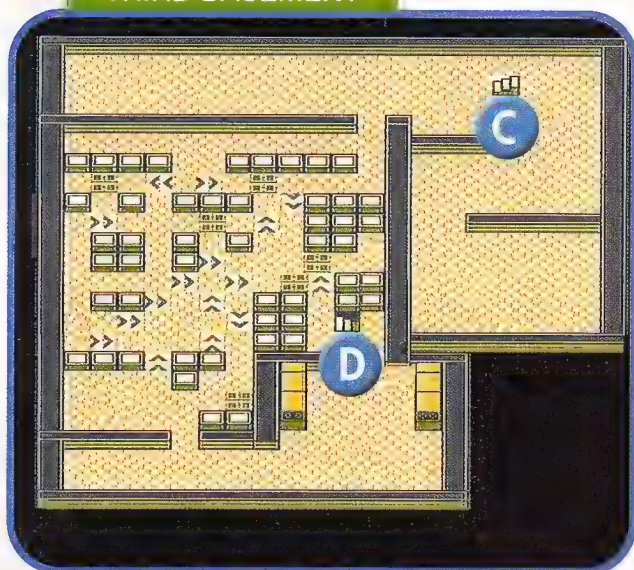
FIRST BASEMENT



SECOND BASEMENT



THIRD BASEMENT



FOURTH BASEMENT



Team Rocket's HQ checklist:

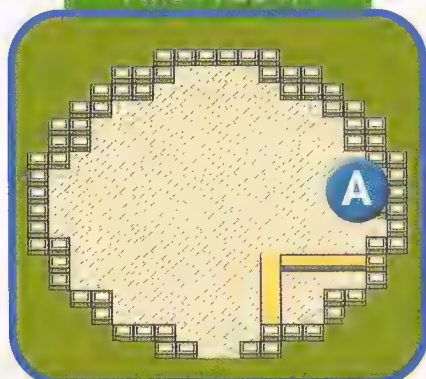
Getting lost inside Team Rocket's huge HQ could be a problem if you didn't have our complete maps to help you out. You can follow the points marked on the map to navigate the four floors with amazing ease.

1. Your first objective within the HQ is to find the Lift Key, this will let you access all the locked doors and ultimately meet the boss of Team Rocket. The location of the Lift Key is marked on the fourth basement map so simply work out your path and make a dash for this room. Watch out for the conveyor belts that litter the mazes. Once you have stepped on one of these you cannot stop yourself moving in that direction until you have touched one of the green square pads.
2. With the Lift Key safely collected head back to the first basement and take the lift up to the boss office. Here you meet Giovanni for the first time and he wants to fight. He has a level 25 Onix, a level 24 Rhyhorn and a level 25 Kangaskhan to finish off his squad. While these are a fearsome array of Pokémon, if you've been training up your squad correctly you should have little trouble taking him out. With Giovanni defeated you receive the Silph Scope. Now leave Team Rocket's HQ and then head back to Lavender Town. Now you can enter the Pokémon Tower and clear out this section of the game.

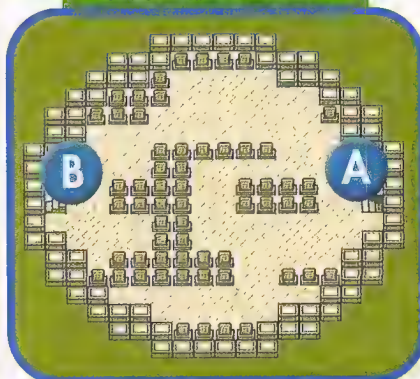


POKÉMON TOWER

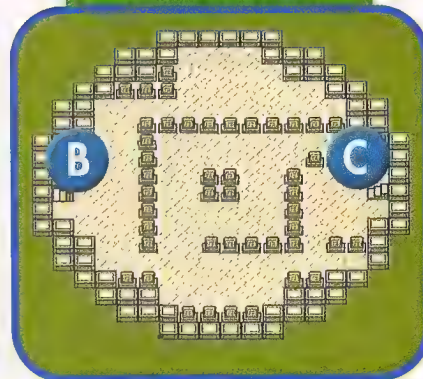
FIRST FLOOR



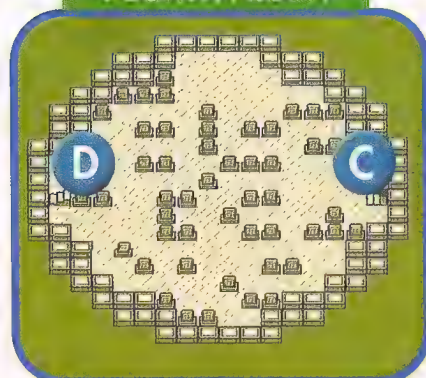
SECOND FLOOR



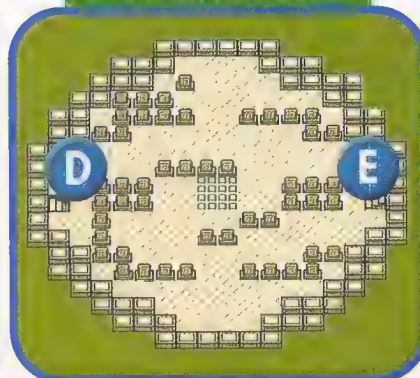
THIRD FLOOR



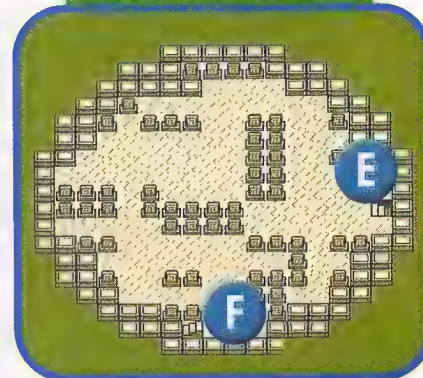
FOURTH FLOOR



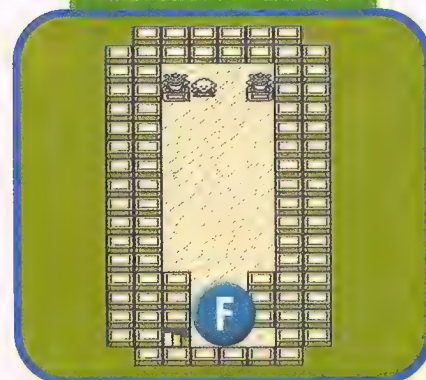
FIFTH FLOOR



SIXTH FLOOR



SEVENTH FLOOR



Pokémon found here

	Red version	Blue version
Gastly	Lots	Lots
Cubone	Rare	Rare
Haunter	Rare	Rare

Pokémon Tower checklist:

1. The reason you couldn't get to the very top of Pokémon Tower without the Silph Scope is because without it you cannot identify the ghost Pokémon who inhabit the tower. In particular there is a level 30 Marowak that must be defeated in order to gain access to the final floor. With the Scope in hand you can see this beast and take him out.
2. Just before you reach the top of Pokémon Tower you have to once again face Gary. This time his squad is even stronger and features a level 25 Pidgeotto, a level 23 Growlithe, a level 20 Kadabra, a level 22 Exeggcutte and the first Pokémon he chose, right back at the start of the game, at level 25. I sure hope you've been training your squad or this could be a long battle.
3. Once you've reached the top of the Tower you'll have to take out two members of Team Rocket before you can finally rescue Mr. Fuji. With this task complete you receive the Poké Flute which allows you to wake up sleeping Pokémon. Now leave Lavender Town and head toward Saffron City, when you reach the Sleeping Snorlax use the Poké Flute to wake him up. Now defeat this cranky Pokémon in battle and you can finally get to the biggest city in Pokémon World.

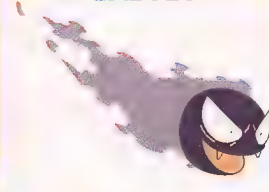
CUBONE



HAUNTER



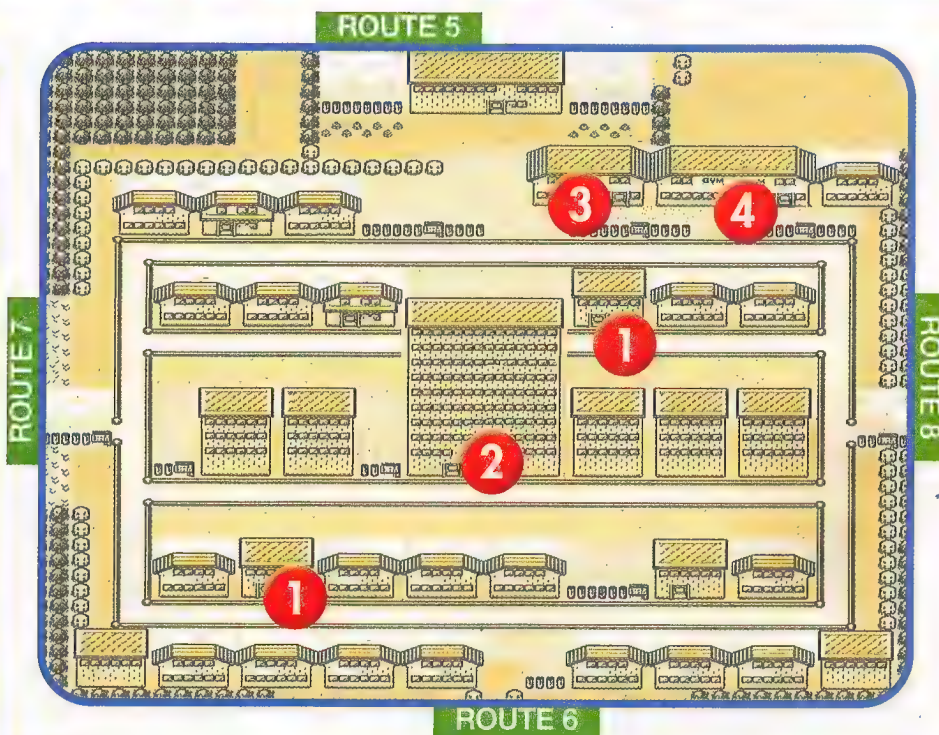
GASTLY



SAFFRON CITY

Saffron City checklist:

1. The Poké mart and Poké Centre in Saffron City are the two places you should head for first. Heal your Pokémon then grab as many items as you can afford; hyper potions and revives are the most important.
2. The large building in the middle of Saffron City is Silph Co HQ. This huge, multi-layer dungeon is mapped on page 60 to make life easier.
3. Near the north of the city you'll find a Gym that is full of karate style trainers. However, this isn't where you'll get the next Pokémon Badge. Although it is a great place to top up on experience points for your squad. As a bonus, for defeating the Dojo leader you will be given the choice of two Pokémon, Hitmonlee and Hitmonchan. Both are tough Pokémon but you can only choose one. To get the other you have to trade with a friend.
4. With everything tied up in Saffron City it's time to face Pokémon Leader number five, and this time it's Sabrina. Her Gym is next to the fighting Dojo, where you should have collected either Hitmonlee or Hitmonchan. Once inside you must use the warp tiles to reach Sabrina, taking out the junior trainers on the way. At this stage, fighting the junior trainers is a great way to build up easy experience points. So unless you think you don't need them, don't avoid these battles.



Gym Leader #5: Sabrina

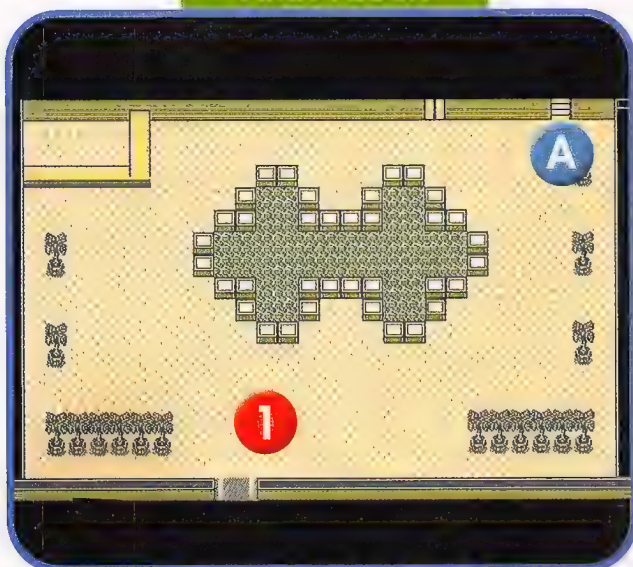
Sabrina has a squad of Psychic and Ghost Pokémon that are immune to normal and fighting attacks. The most effective way of taking her Pokémon out is to use an electrical Pokémon like Pikachu. Sabrina's Pokémon are a level 38 Kadabra, a level 37 Mr Mine, a level 38 Venomoth and a level 43 Alakazam. With such high levels it's easy to see why you should not be avoiding trainer battles at this stage in your quest. Even with an electrical Pokémon in your squad, this is going to be a tough battle, so make sure you have plenty of hyper potions to hand.

For beating Sabrina you'll receive the Marsh Badge, this makes all Pokémon up to level 70 obey your commands. In addition you also get TM 46, Psywave. This powerful attack will damage an opponent one and a half times the current experience level of the Pokémon using it.

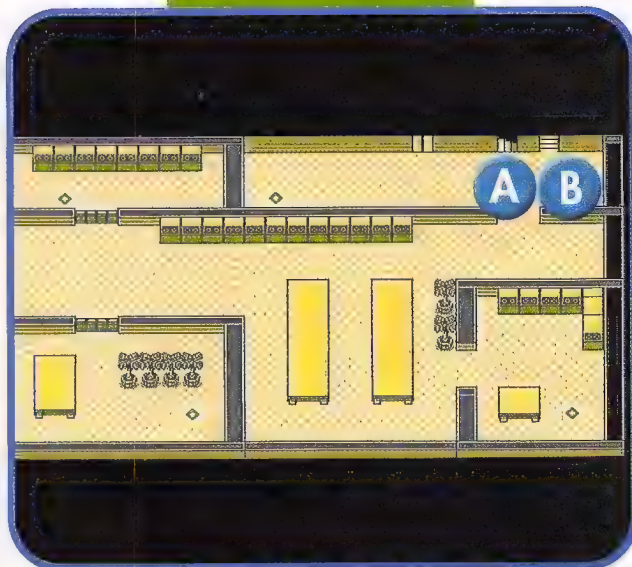


SILPH CO

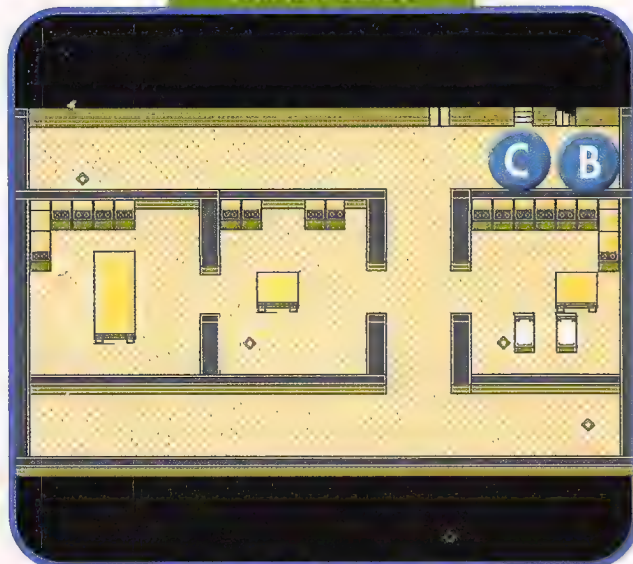
FIRST FLOOR



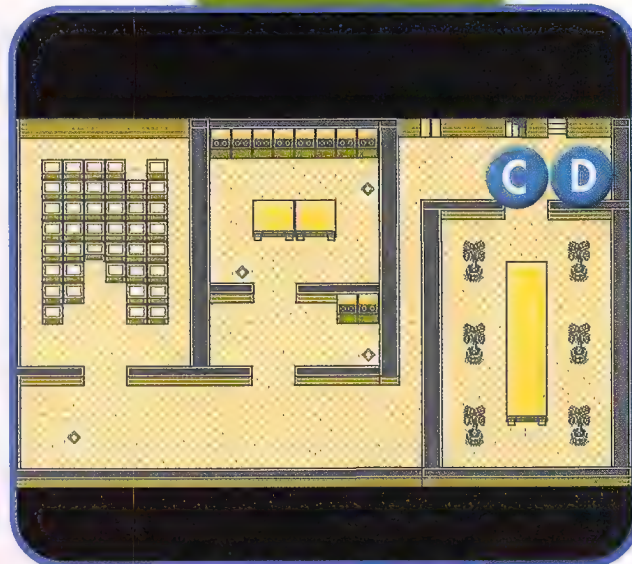
SECOND FLOOR



THIRD FLOOR



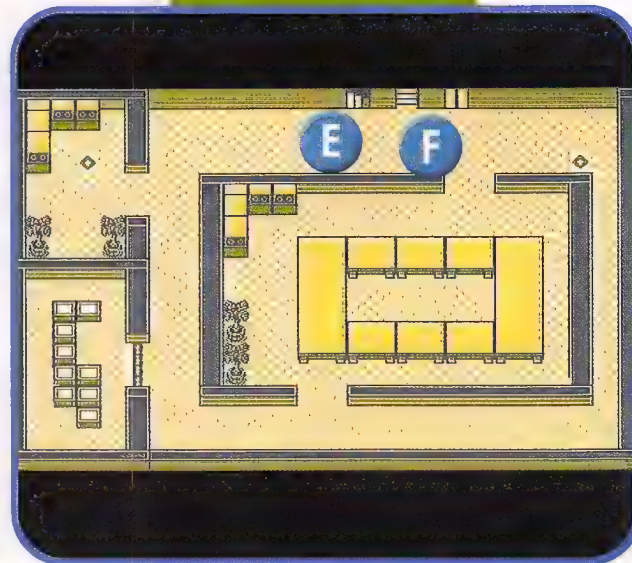
FOURTH FLOOR



FIFTH FLOOR



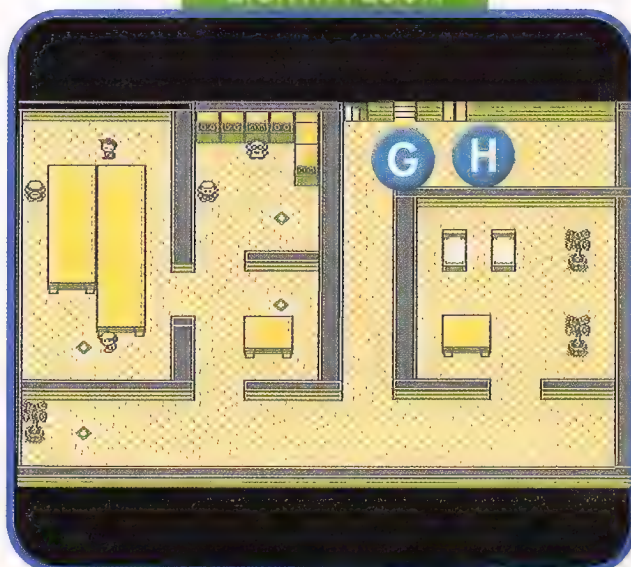
SIXTH FLOOR



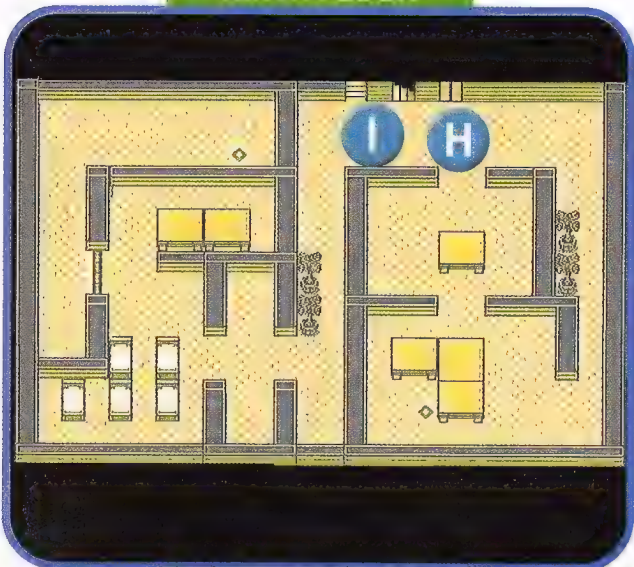
SEVENTH FLOOR



EIGHTH FLOOR



NINTH FLOOR



TENTH FLOOR



ELEVENTH FLOOR



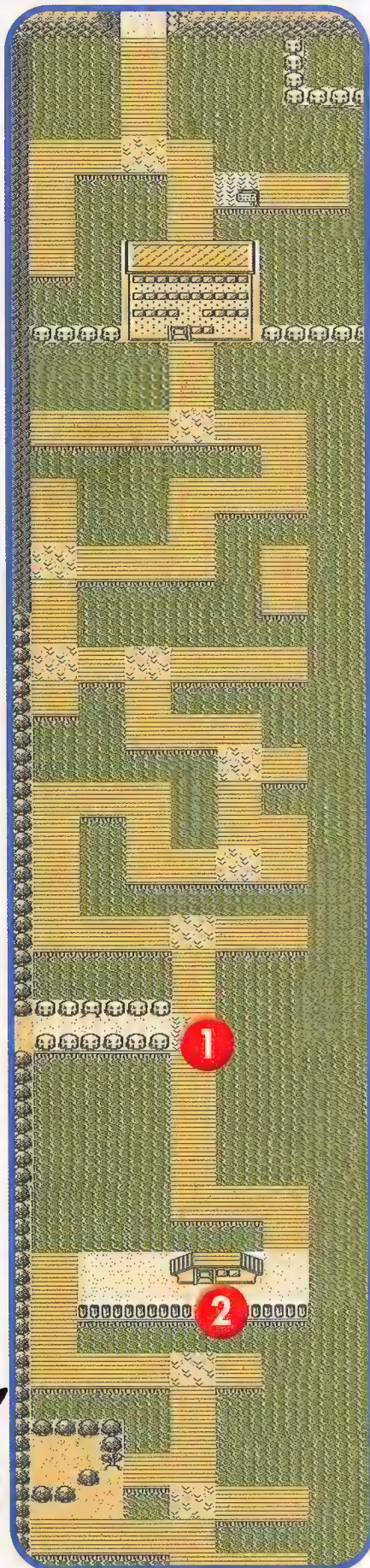
Silph Co checklist:

1. As with the previous dungeons, we've provided you with a complete set of maps for each of the 11 floors that make up the Silph Co building. Use the maps to plan your route and find the items you need.
2. As with Sabrina's Gym, the Silph Co building features many warp tiles. These are all shown on the map so use them to get around with speed and ease. You'll need the Card Key if you want to get to the top floor of the building, and this is where you'll meet up with Giovanni again. The location of the Card key is marked on the map at point 2.
3. Just before you get into the bosses office, you once again meet up with Gary and as ever he's up for a fight! His squad is now getting very tough indeed, a level 37 Pidgeot, a level 38 Growlithe, a level 35 Alakazam, a level 35 Exeggcutte and finally his original Pokémon at level 40. Good luck!

With Gary defeated for another time walk over and talk to the nearby employee who will give you the Pokémon Lapras.

4. Once you reach the Silph Co presidents office you must defeat Giovanni, and this time around he has added another Pokémon to his squad. You're up against a Nidorino at level 37, a Kangaskhan at level 35, a Rhyhorn at level 37 and a Nidoqueen at level 41. Providing you have a few Hyper Potions to heal your Pokémon with after the battle with Gary, you should have few problems taking Giovanni out. With this battle won the president of Silph Co gives you a Master Ball! This is the only one in the whole game, so don't go wasting it. Save it for a special occasion.

ROUTE 12



Route 12 checklist:

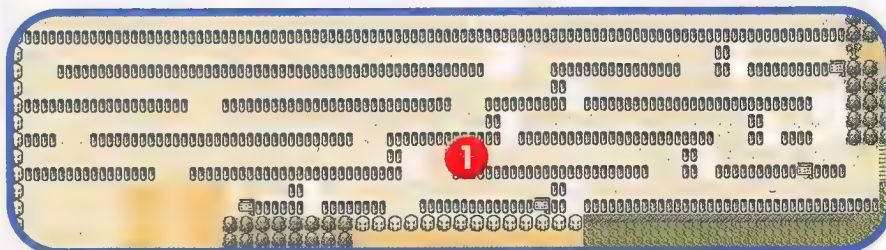
1. Half way along Route 12 you'll come across another sleeping Snorlax but with the newly acquired Poké Flute you can wake him up with few problems. This now allows you to head south toward Route 13.
2. This small house is where you'll find another fishing rod. Remember the old rod you got earlier in the game. Well this one is much better. The Super Rod allows you to fish for bigger Pokémon.

Pokémon found here

	Red version	Blue version
Gloom	Rare	None
Bellsprout	None	Rare
Weepinbell	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Venonat	Rare	None



ROUTE 13



Route 13 checklist:

1. This is another short route that doesn't take too long to walk through. However, its full of trainers who all want to test your Pokémon skills, so be ready to gain some more valuable experience points.

Pokémon found here

	Red version	Blue version
Gloom	Rare	None
Bellsprout	None	Rare
Weepinbell	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Venonat	Rare	None
Ditto	Rare	Rare

ODDISH



PIDGEY



BELLSPROUT



DITTO

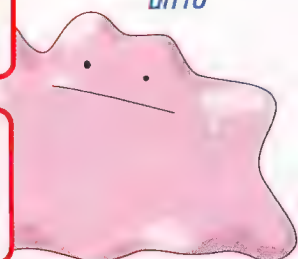
VENONAT



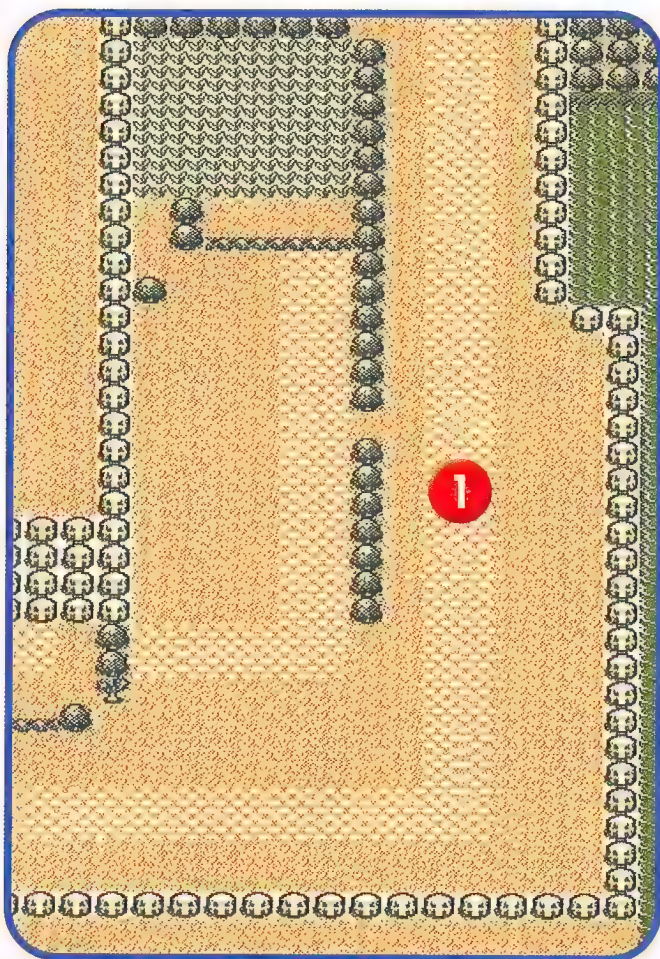
GLOOM



WEEPINBELL



ROUTE 14

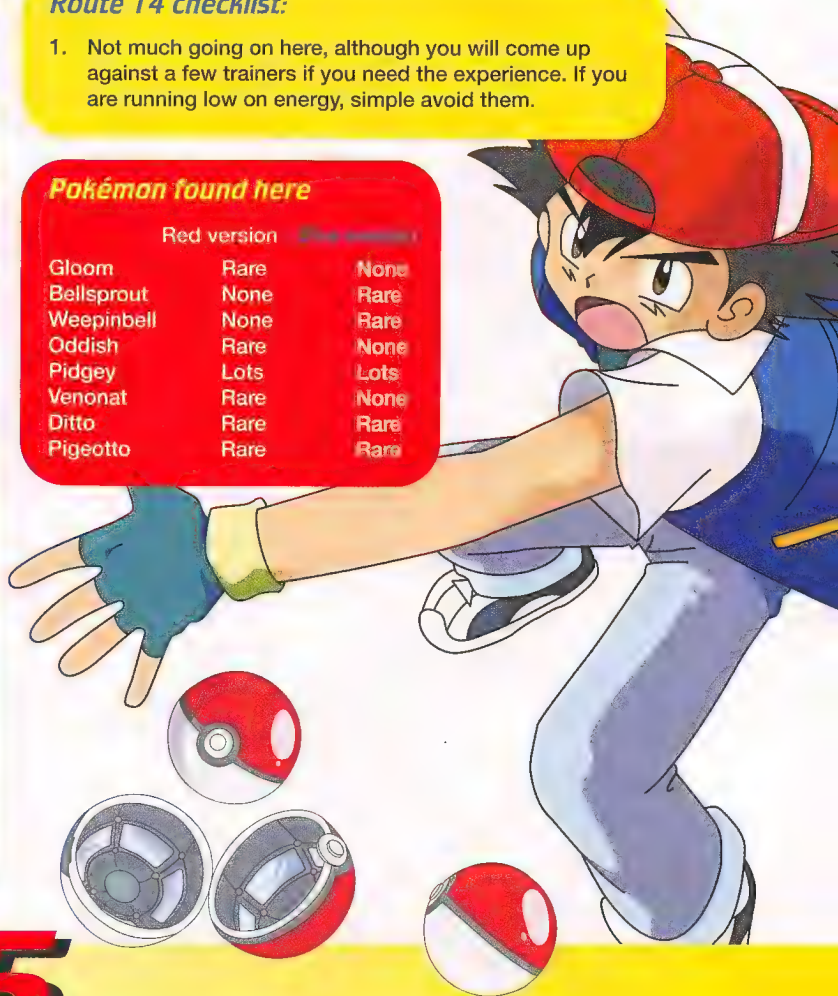


Route 14 checklist:

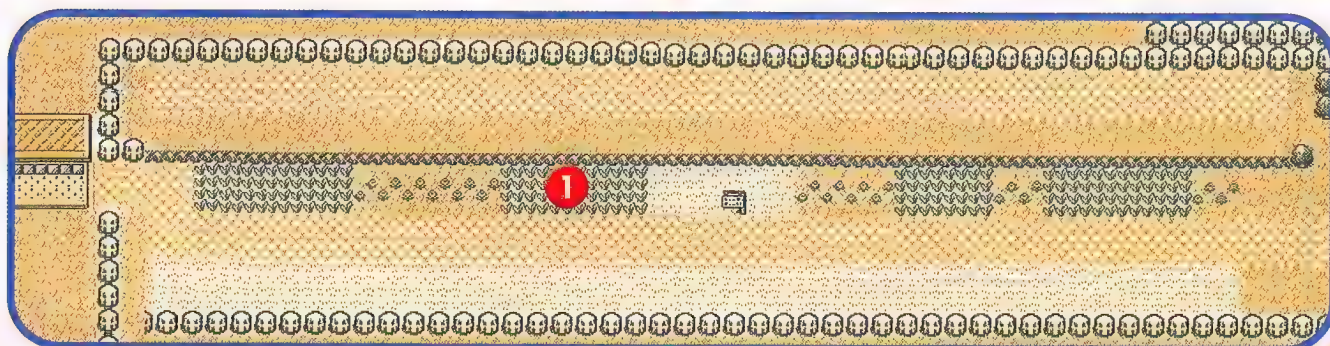
1. Not much going on here, although you will come up against a few trainers if you need the experience. If you are running low on energy, simple avoid them.

Pokémon found here

	Red version	Blue version
Gloom	Rare	None
Bellsprout	None	Rare
Weepinbell	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Venonat	Rare	None
Ditto	Rare	Rare
Pigeotto	Rare	Rare



ROUTE 15

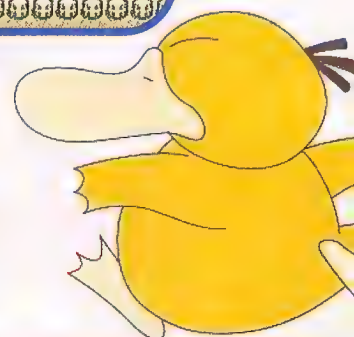


Route 15 checklist:

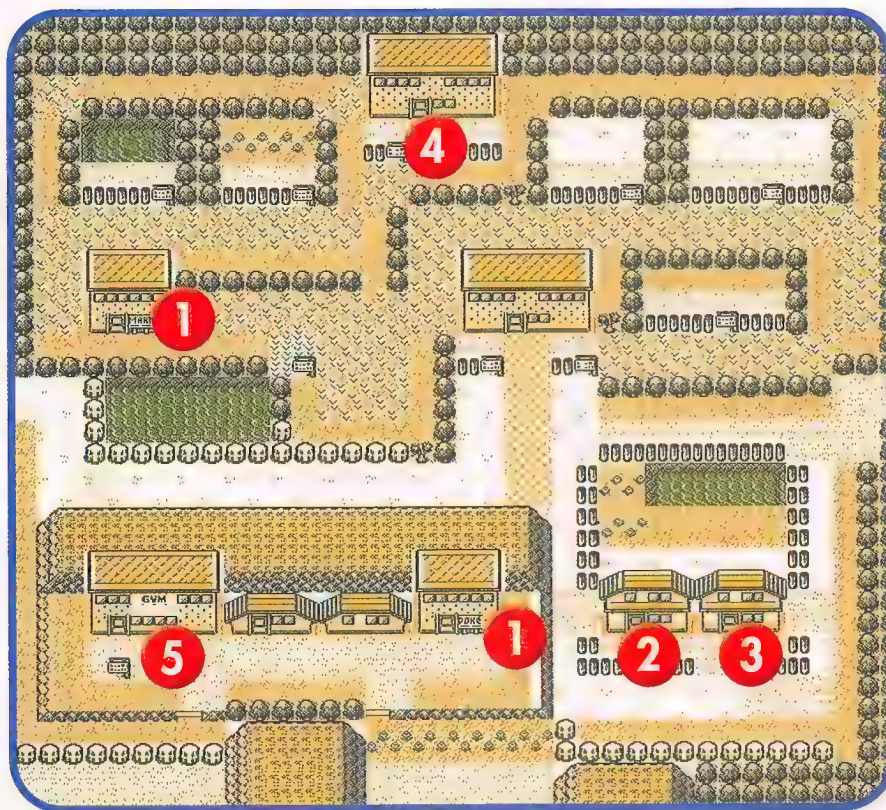
1. This route follows on from route 14 and is equally uninspiring. However, if you missed any of the rare wild Pokémon on route 14, this is the place to make sure you get 'em for your Pokédex. With these wild beasts caught, follow Route 15 toward Fuchsia City.

Pokémon found here

	Red version	Blue version
Gloom	Rare	None
Bellsprout	None	Rare
Weepinbell	None	Rare
Oddish	Rare	None
Pidgey	Lots	Lots
Venonat	Rare	None
Ditto	Rare	Rare
Pigeotto	Rare	Rare



FUCHSIA CITY



Fuchsia City checklist:

1. After the tough trainer battles of the last few areas, you're probably in need of a visit to both the Poké Mart and centre. Here you can stock up on valuable items and again heal your squad of Pokémon.
2. In the southwest corner of the city you'll meet a guy who works at the local Safari Zone. However, understanding what he has to say is impossible. He lost his false teeth in the safari and this makes him incoherent. When you explore the Safari Zone grab his teeth and return them to him for HM 04. This gives your Pokémon the Strength ability and means they can move huge rocks!
3. Next door to the Safari guy's house you find another small dwelling, this is home to a fishing expert. If you talk to him nicely he'll give you another fishing rod, which is great for catching the stranger water Pokémon in the game.
4. The main feature of Fuchsia City is the huge Safari Zone that is found to the north. In this area you'll be able to catch some of the rarest Pokémon in the game. You can find maps of all four Safari Zones, plus tips on what to do on the page opposite.
5. As with other major cities in the Pokémon world, Fuchsia features a gym and a leader you must defeat. The gym is located in the southwest corner of the city. Once inside, you'll have to fight your way past the junior trainers, so make sure you have some Super Potions in your back pack. This'll mean you can heal your squad before you fight the gym leader.

Gym Leader #6: Koga

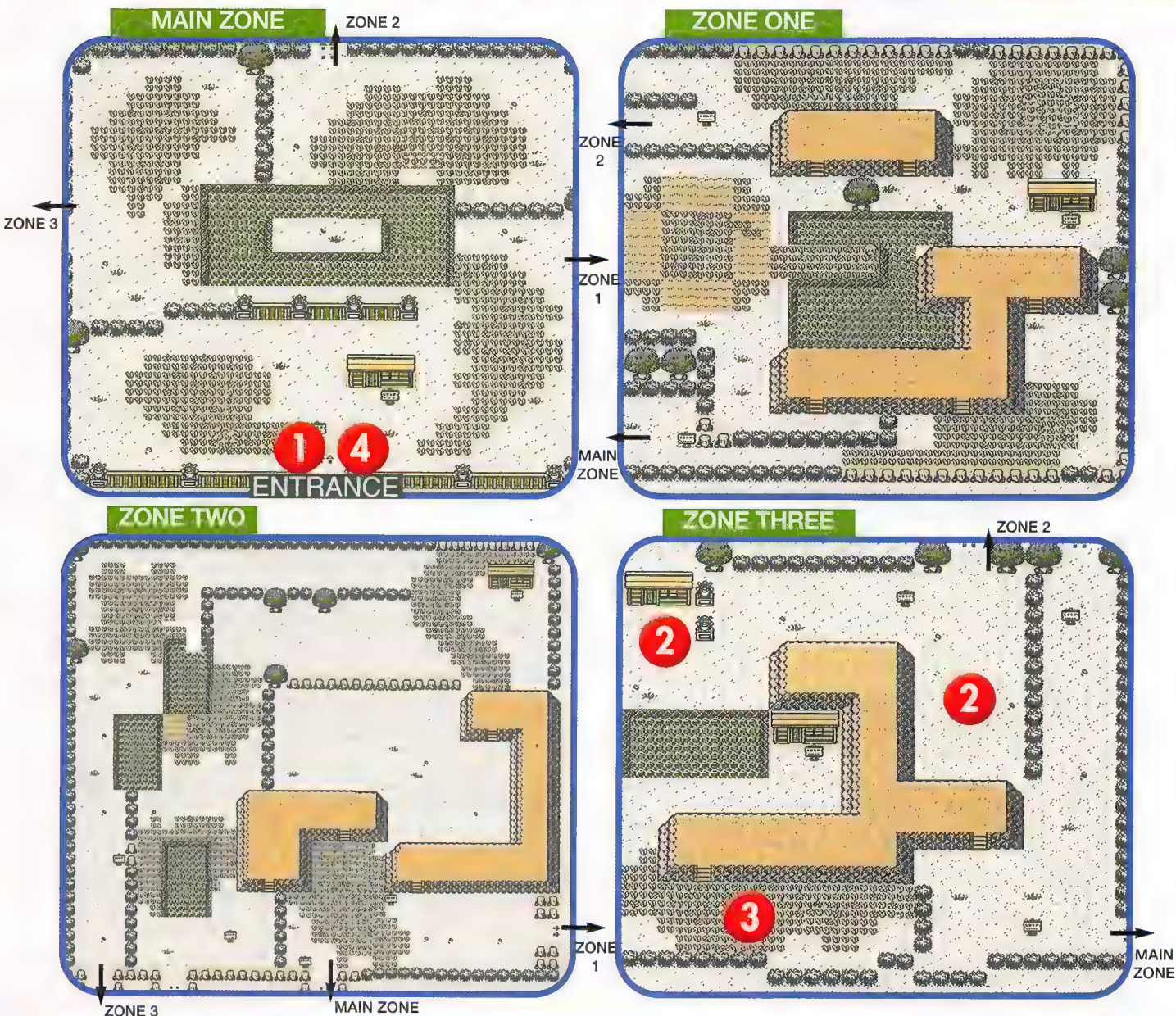
Koga is Pokémon Leader No. six, he specialises in Psychic and Poisonous Pokémon. His squad consists of two level 37 Koffing's, a level 43 Weezing and a level 39 Muk. While this may sound like a formidable collection of Pokémon, if you got past the Junior Trainers in the gym, you should be able to breeze past Koga.

The key to winning this battle is to heal your Pokémon when they are poisoned, as this can really drain energy without you even knowing it.

For beating Koga you receive the Soul Badge, which will raise the defensive abilities of your Pokémon. This will allow the water based creatures in your squad use the Surf ability. In addition to this you also receive TM 06 which is a toxic attack.



SAFARI ZONE



Safari Zone checklist:

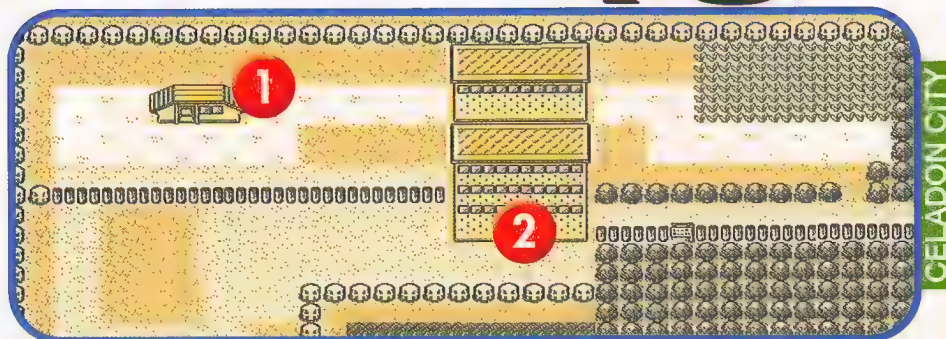
1. As you enter the Safari Zone the attendant will explain the rules which you must abide by. You get a limited amount of time in the Safari Zone and you can only use a special form of Poké Ball. These are called Safari Balls. It costs 500 credits to enter the Safari Zone and your time runs out when you have taken 500 steps or run out of Safari Balls.
2. While trapping as many of the wild Pokémon that live in the Safari Zone is fun, there are two other tasks which should take a higher priority. Firstly, you need to get to the small house that is found in the northwest corner of Zone 3, here you'll find HM 03. This gives your water based Pokémon the ability to surf across water. Secondly you need to find the gold teeth of the Safari Warden you met in the main city. Both are marked on the map to make life easy.
3. With HM 03 and the gold teeth safely in your backpack, it's time to go Pokémon hunting. Check out the list on page 66 to see what you can find.
4. Once you've caught all the Pokémon you want it's time to leave Fuchsia and head all the way back to Celadon City. Once here stock up on items and heal your squad before exiting to the west, here you'll find Route 16.

SAFARI ZONE CONT.

Pokémon Table for Safari Zone

Main Area	Red version	Blue version	Zone 2	Red Version	Blue Version
Rhyhorn	Rare	Rare	Rhyhorn	Rare	Rare
Exeggcute	Rare	Rare	Exeggcute	Rare	Rare
Venonat	Rare	Rare	Paras	Rare	Rare
Parasect	Rare	Rare	Venomoth	Rare	Rare
Pinsir	None	Rare	Nidoran (M)	Rare	None
Scyther	Rare	None	Nidoran (F)	None	Rare
Nidoran (M)	Rare	None	Nidorino	Rare	None
Nidoran (F)	None	Rare	Nidorina	Rare	Rare
Nidorino	Rare	None	Chansey	Rare	Rare
Nidorina	Rare	Rare	Tauros	Rare	Rare
Chansey	Rare	Rare			
Zone 1	Red Version	Blue Version	Zone 3	Red Version	Blue Version
Doduo	Rare	Rare	Venomoth	Rare	Rare
Paras	Rare	Rare	Venonat	Rare	Rare
Kangaskhan	Rare	Rare	Doduo	Rare	Rare
Pinsir	None	Rare	Exeggcute	Rare	Rare
Nidoran (M)	Rare	None	Nidoran (M)	Rare	None
Nidoran (F)	None	Rare	Nidoran (F)	None	Rare
Nidorino	Rare	None	Nidorino	Rare	None
Nidorina	Rare	Rare	Nidorina	Rare	Rare
Exeggcute	Rare	Rare	Tauros	Rare	Rare
Parasect	Rare	Rare	Kangaskhan	Rare	Rare
Scyther	Rare	None			

ROUTE 16



ROUTE 17



SPEAROW



DODUO



RATICATE



RATTATA

Pokémon found here

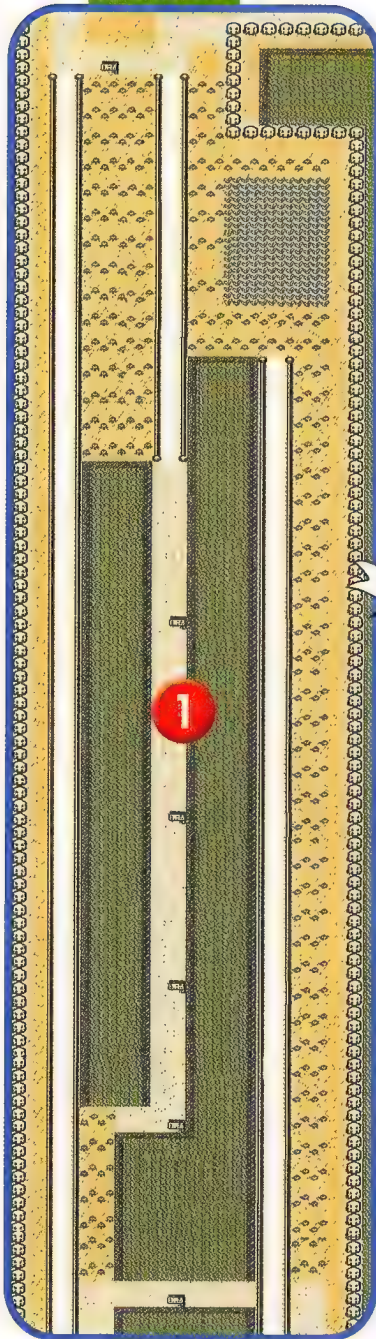
	Red version	Blue version
Doduo	Rare	Rare
Spearow	Lots	Lots
Rattata	Lots	Lots
Raticate	Rare	Rare

Route 16 checklist:

- As you enter this area from Celadon be sure to chop down the bush and head to the small house in the northwest corner. Here you'll meet a nice young lady who gives you HM 02. This gives your Pokémon the ability to fly around the world as they wish. Use this skill to get around quickly.
- Before you can go through the Gatehouse that lies in the middle of this route you must own a bike. Remember you got the voucher earlier in the game? Well, you should take this to the Bike shop in Cerulean City and trade it for a mean machine.

ROUTE 17

ROUTE 16



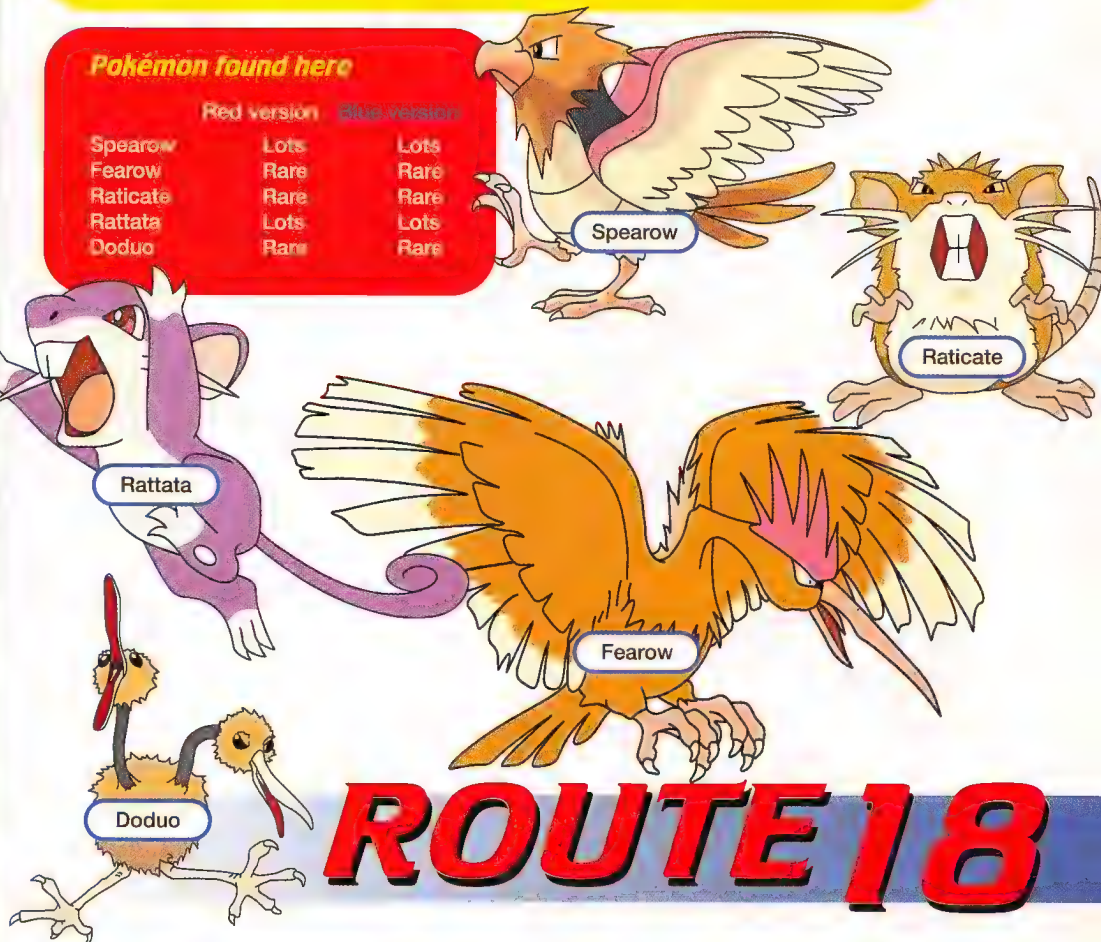
ROUTE 18

Route 17 checklist:

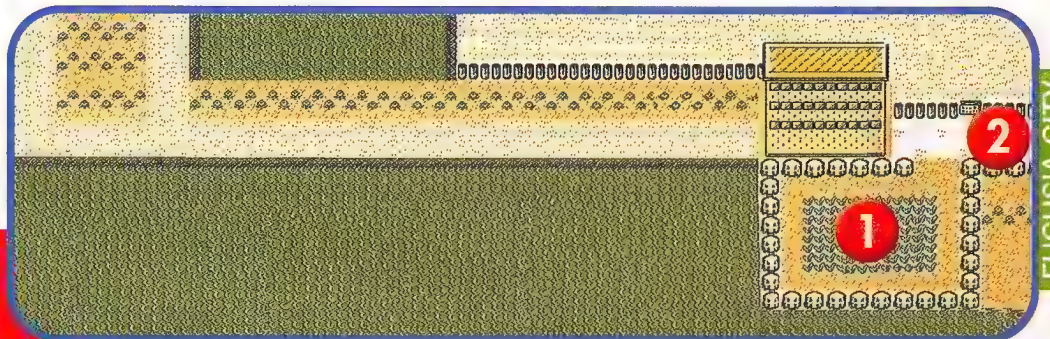
1. This route is all down hill, which means you can take it as fast or slow as you like. If you wanna' grab all the experience points you can, then make sure you take on each trainer you come across. However, if you think you've got a tough squad and want to get on with the game, speed past the lot of 'em.

Pokémon found here

	Red version	Blue version
Spearow	Lots	Lots
Fearow	Rare	Rare
Raticate	Rare	Rare
Rattata	Lots	Lots
Doduo	Rare	Rare



ROUTE 18



FUCHSIA CITY

Pokémon found here

	Red version	Blue version
Spearow	Lots	Lots
Fearow	Rare	Rare
Raticate	Rare	Rare
Rattata	Lots	Lots
Doduo	Rare	Rare

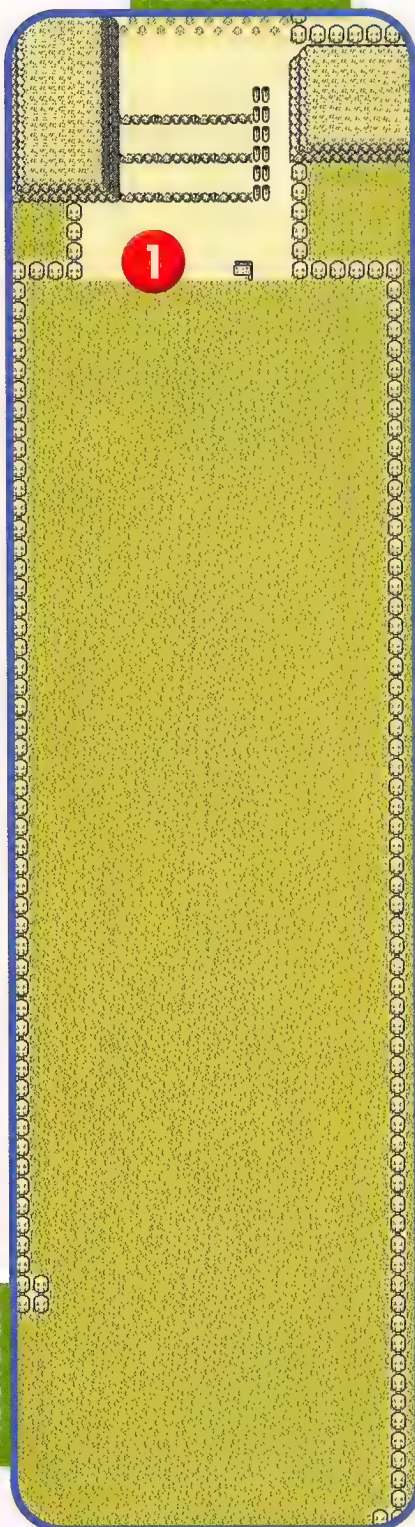
Route 18 checklist:

1. As you come out of the Gatehouse at the end of Route 18 you should notice a small patch of grass nearby. Here you find a group of trainers and plenty of Wild Pokmeon. So if you're serious about building up your squad's experience, stop by and kick some butt.
2. When you exit Route 18 you'll find yourself back in Fuchsia City. Go to the south and you'll find Route 19 which takes you across the sea.



ROUTE 19

FUCHSIA CITY

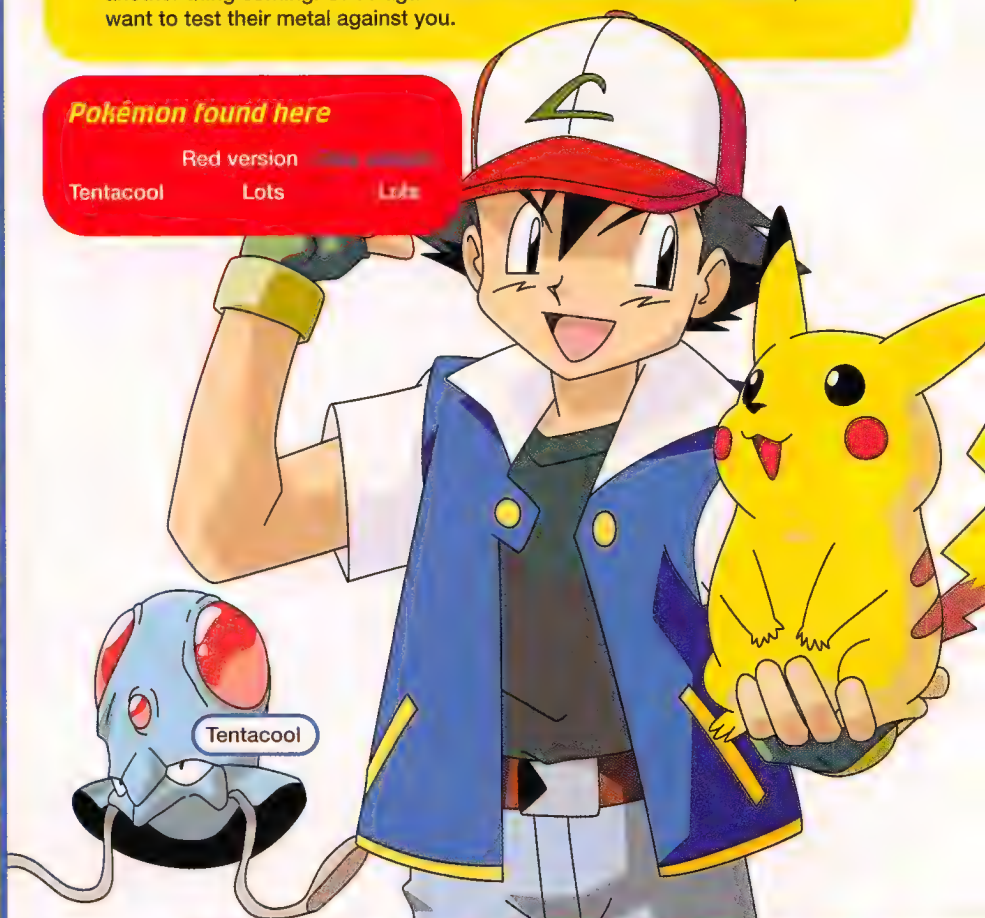


Route 19 checklist:

1. Walk to the edge of the shore and use the surf ability to take to the water. However, if you think it'll be a nice, easy journey across the waves you've got another thing coming. Once again there are loads of Pokémon trainers, who all want to test their metal against you.

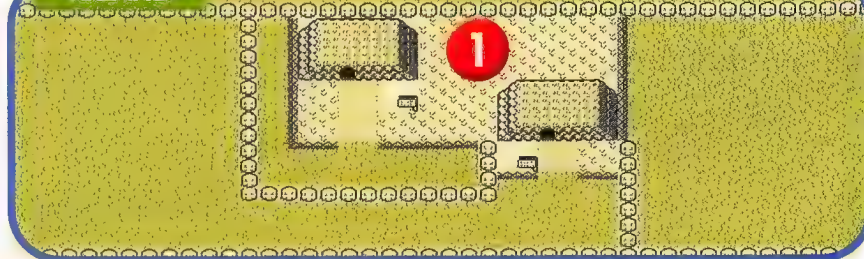
Pokémon found here

	Red version	Blue version
Tentacool	Lots	Lots



ROUTE 20

CINNABAR ISLAND



Pokémon found here

	Red version	Blue version
Tentacool	Lots	Lots

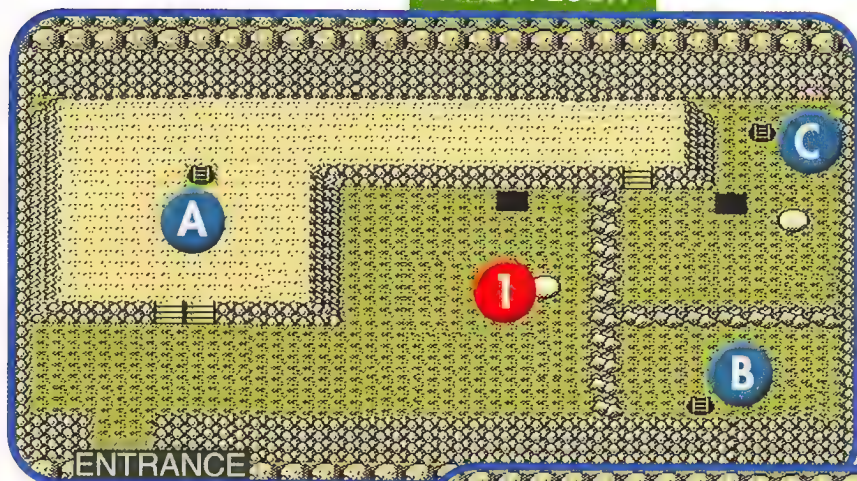
Route 20 checklist:

1. There isn't much going on in Route 20 until you reach the small island half way along. This is where you'll find the entrance to the Sea Foam Dungeon and to continue your quest you must find your way through this five floored nightmare.

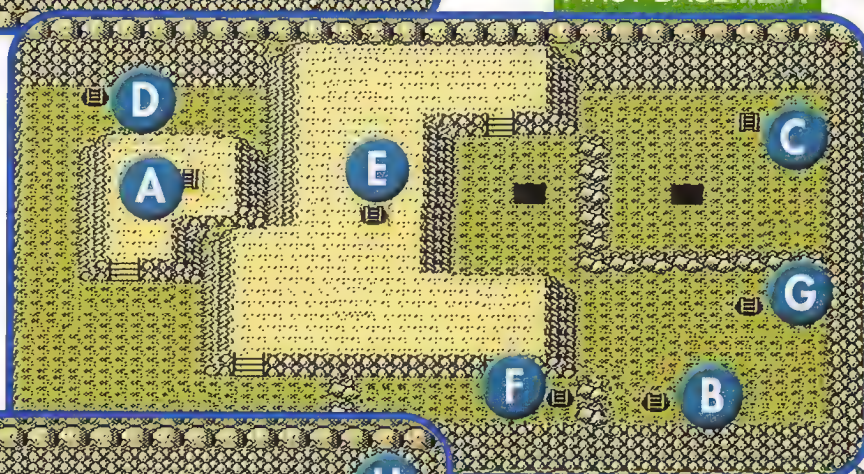


SEAFOAM ISLAND

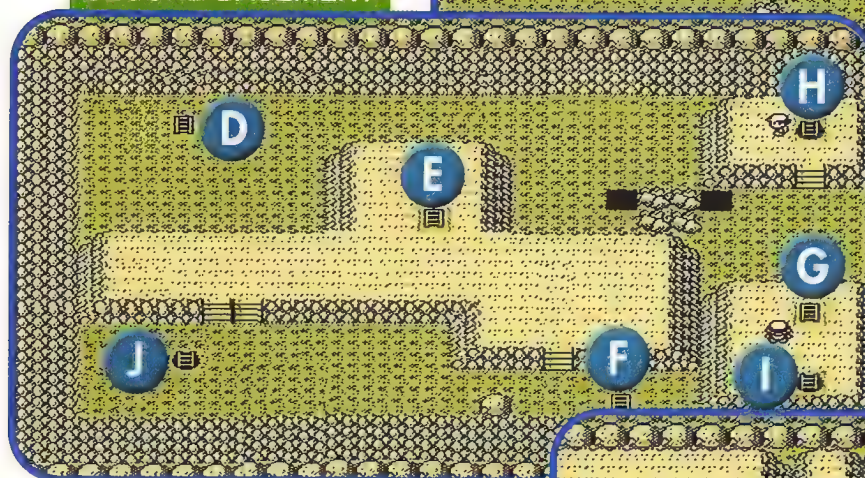
FIRST FLOOR



FIRST BASEMENT



SECOND BASEMENT



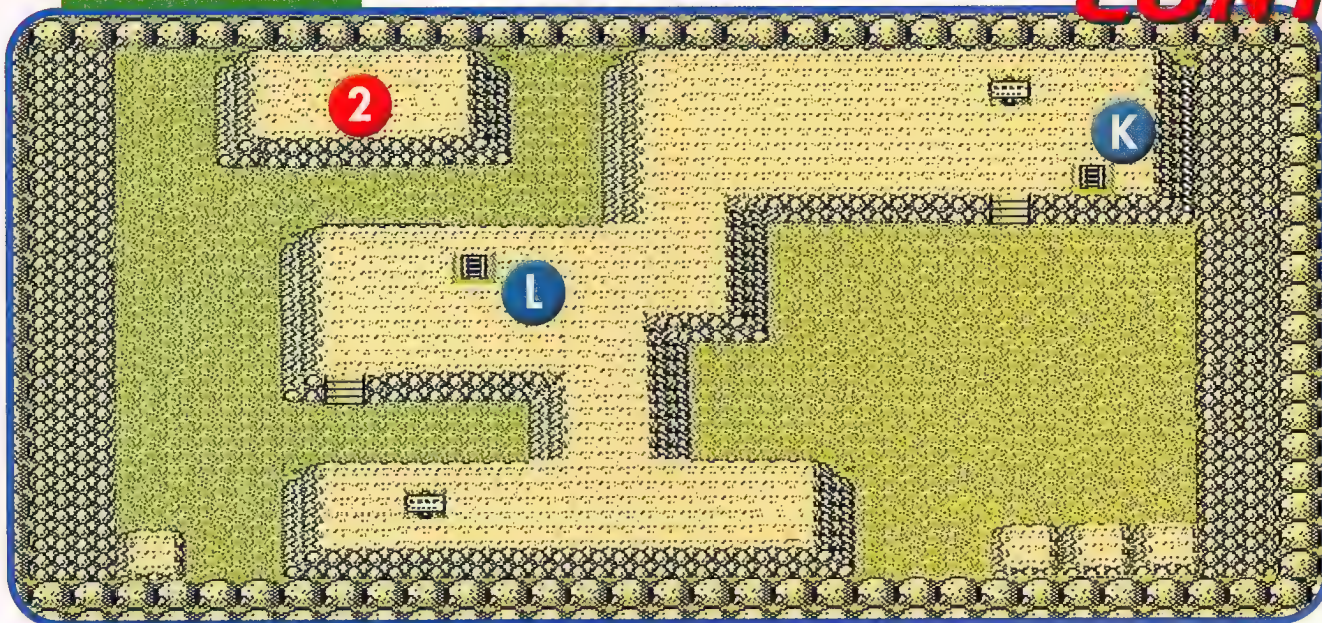
THIRD BASEMENT



SEAFOAM ISLAND

FOURTH BASEMENT

CONT.

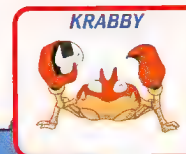


Sea Foam Dungeon checklist:

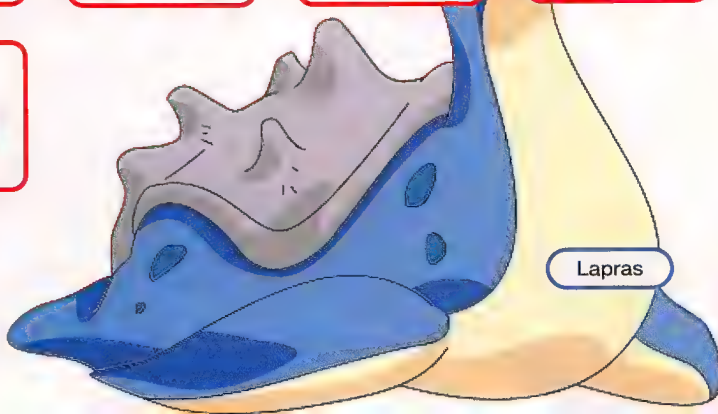
1. Use the maps to plan your route through this tricky dungeon. Dotted around the dungeon you find large rocks which should be pushed through the holes in the ground. This will cause them to fall through to the level below, slowing the flow of water. This enables you to use the surf ability to swim across and finally exit.
2. On the Fourth Basement of the Sea Foam Dungeon lurks one of the rarest creatures in the game. Articuno is a rare bird Pokémon. However, to get to him you'll need to use the Strength ability to push the boulders through the holes in the floor. This forms a bridge, so you then swim across to the platform where Articuno is found.

Pokémon found here

	Red version	Blue version
Psyduck	Rare	Lots
Golduck	None	Rare
Horsea	Rare	None
Krabby	None	Rare
Zubat	Rare	None
Seel	None	Rare
Shellder	Rare	None
Staryu	None	Rare
Seadra	Rare	None
Kingler	None	Rare
Golbat	Rare	None
Dewgong	None	Rare
Slowpoke	Rare	None

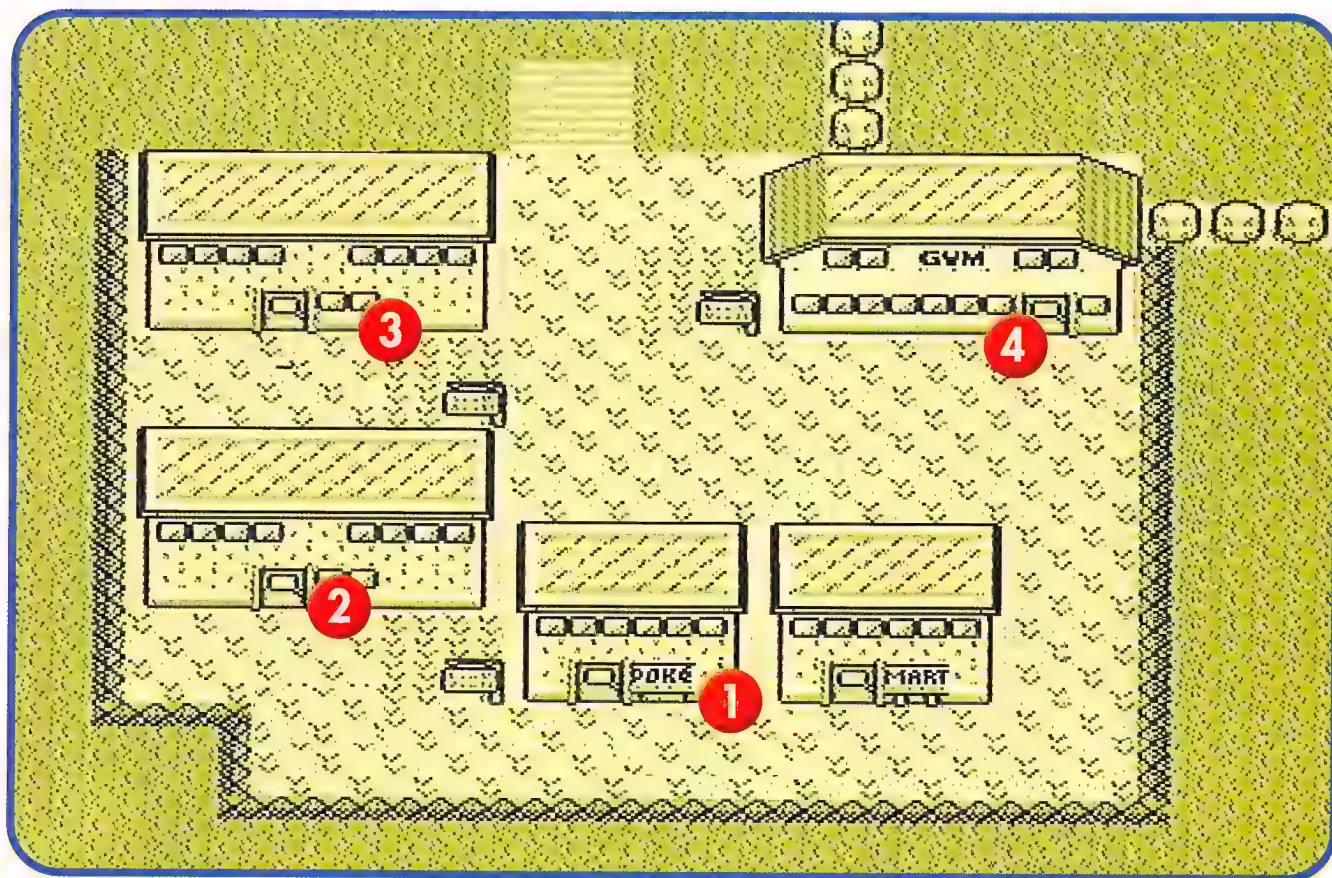


Squirtle



Lapras

CINNABAR ISLAND



Cinnabar Island checklist:

1. After all those trainer battles and the nightmare that was the Sea Foam Dungeon, a visit to the Poké Mart and Poké Centre is definitely your first priority.
2. Cinnabar Island features a Pokémon testing lab that specialises in fossils. They can take an old fossil and recreate an extinct Pokémon! This place is certainly worth a visit.
3. Pokémon House is another tough, multi-layered dungeon that must be beaten if you want to enter Blaine's Gym. Check out the maps and tips on page 72 for help with this tricky maze.
4. This may only be a small Island but it features its own gym and Pokémon Leader. However, when you try to enter you'll find that the door is locked. First you need to get the key from Pokémon House. This building is found in the northwest corner of the island. Once you finally get inside the gym, fight your way past the junior trainers to meet the seventh leader, Blaine!

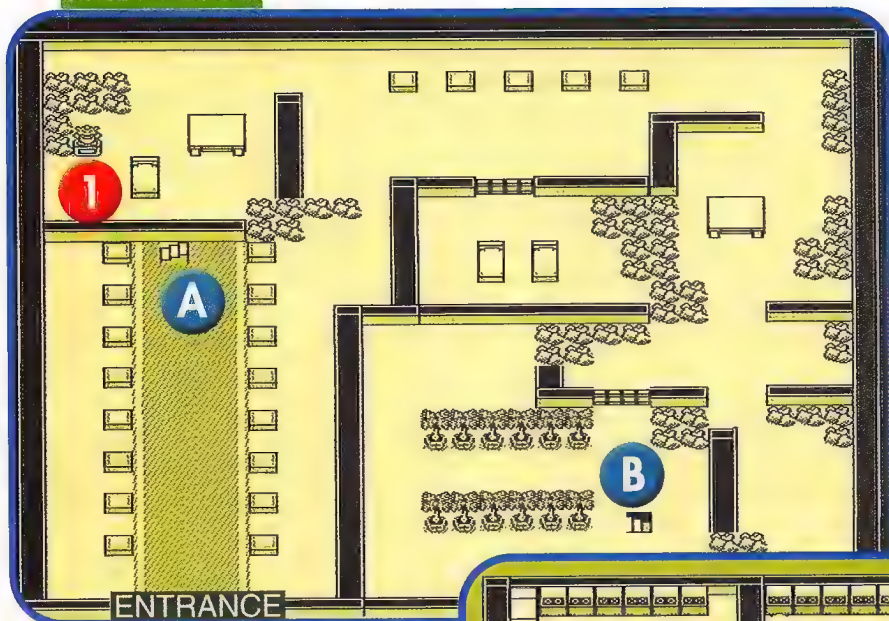
Gym Leader #7: Blaine

Blaine is a fan of fire based Pokémon and his squad of super tough pocket monster could cause a few problems to a complacent trainer. Blaine's squad consists of a Growlithe at level 42, a Ponyta at level 40, a Rapidash at level 42 and a level 47 Arcanine. As you'd expect, water Pokémon are the most effective against this group of monster. So before you start the battle, go to the Poké Centre and make sure your squad is full of water based beasts.

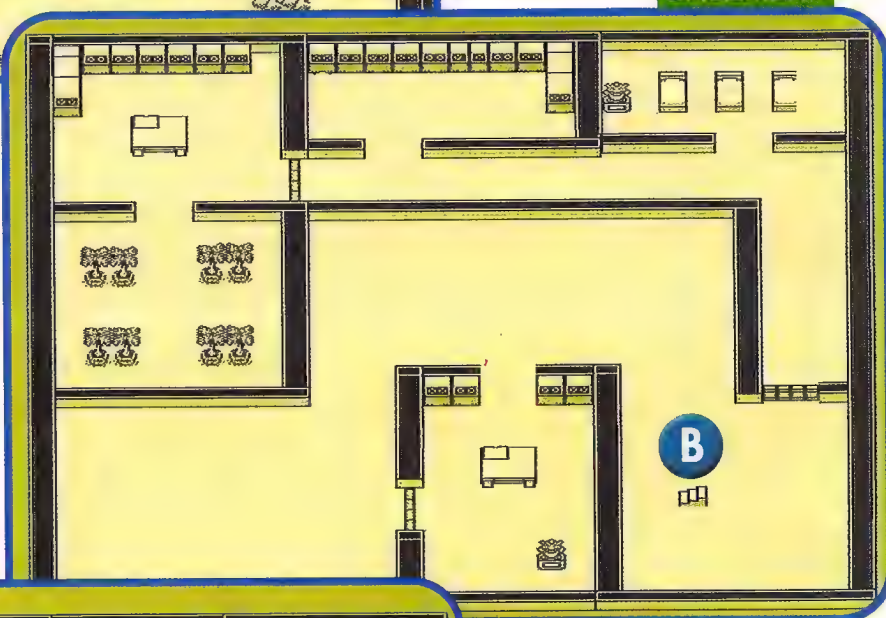
For beating Blaine you receive the Volcano Badge, which boosts your Pokémon's special skills. In addition you also receive TM 38, which is the Fire Blast move. Teach this to a fire Pokémon for a deadly attack.

POKÉMON HOUSE

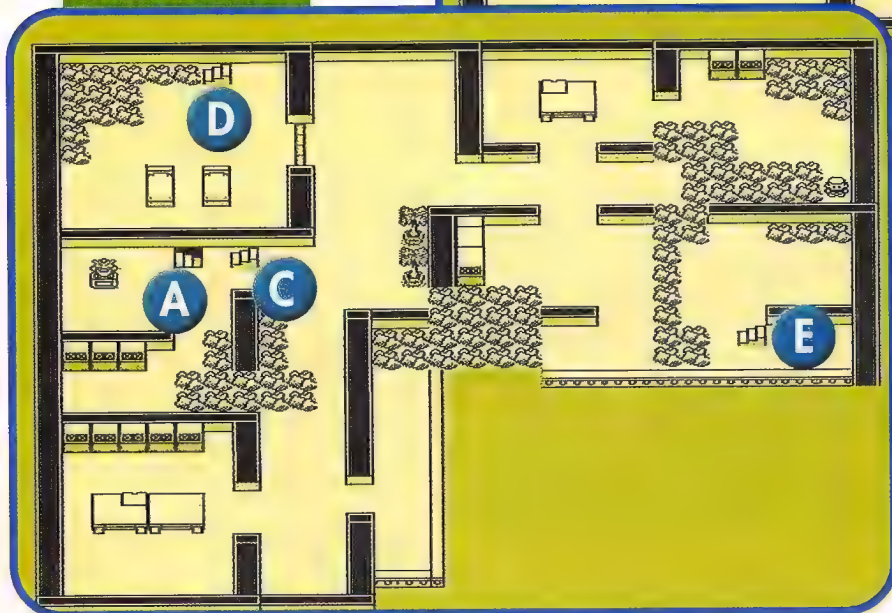
FIRST FLOOR



BASEMENT

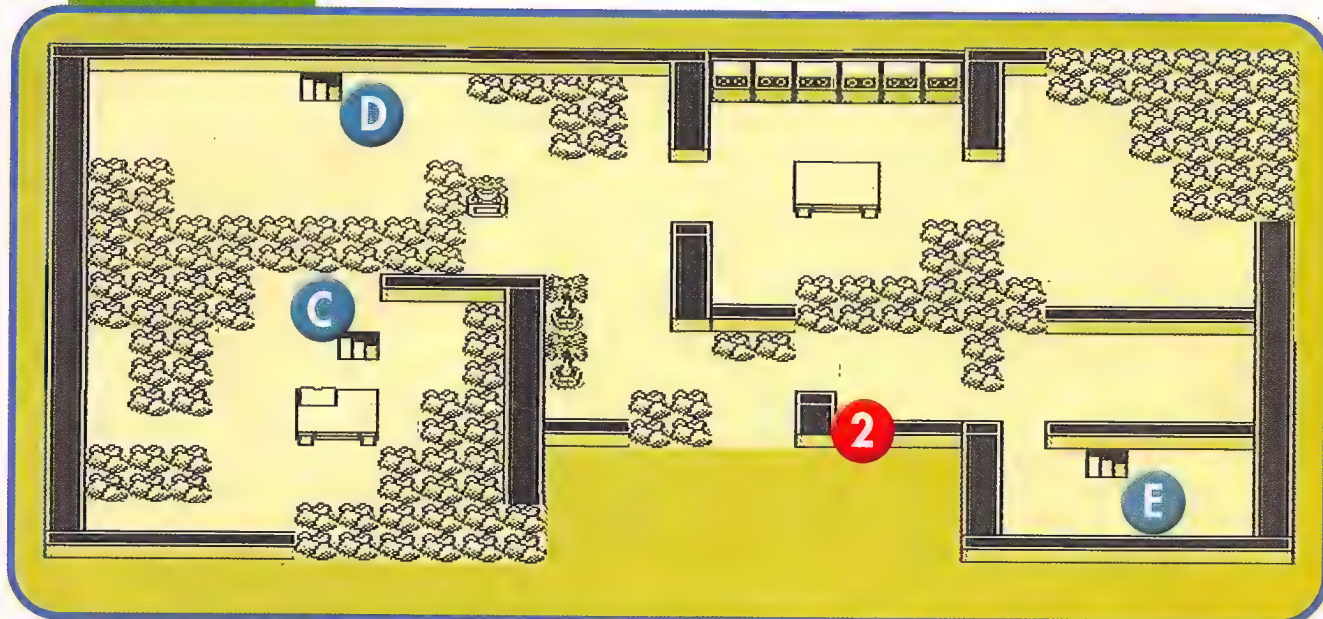


SECOND FLOOR



POKÉMON HOUSE CONT.

THIRD FLOOR



Pokémon House checklist:

1. The maps we've provided for you should be perfect for finding your way around this confusing dungeon. In addition you find statues dotted around the floors and these hide secret switches. Walk up to the statue and push the switch. A new door in the dungeon will now open. However, when one door opens, another will close. So keep a track of which switches you've pressed.
2. On the third floor of the dungeon, in the southeast corner, you find a scientist. He tells you that you should try jumping! You need to leap off the nearby ledge to find yourself in the basement of the dungeon. Here you find a trainer who you need to defeat. With this done, head down the corridor and finally you'll get your hands on the key to Blaine's gym.

Pokémon found here

Red version

Ponyta	Lots	Lots
Growlithe	Rare	None
Vulpix	None	rare
Magmar	None	Rare
Grimer	Rare	Lots
Koffing	Lots	Rare
Weezing	Rare	Rare

GRIMER



GROWLITHE



PONYTA



KOFFING



WEEZING



VULPIX

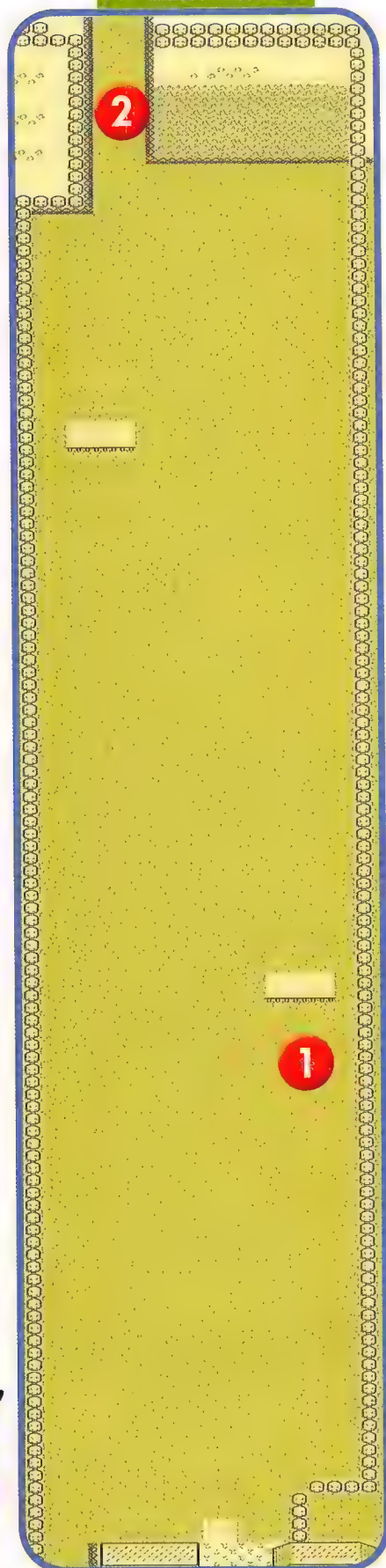


MAGMAR



ROUTE 21

PALLET TOWN



CINNABAR ISLAND

Route 21 checklist:

1. With Blaine defeated its time to leave Cinnabar Island and head north to Route 21. There isn't much to see on Route 21 other than a few junior trainers to take out. Your quest is entering the final stages so you need all the experience points you can get.
2. At the north end of Route 21 you'll find the south entrance of Pallet Town. Remember this was where your quest started. From here go north and back to Viridian City.

Pokémon found here

	Red version	Blue version
Rattata	Rare	Rare
Pigeotto	Rare	Rare
Tangela	Rare	Rare
Tentacool	Lots	Lots
Pidgey	Rare	Rare
Raticate	Rare	Rare



VIRIDIAN CITY THE RETURN

Viridian City checklist:

Welcome back to Viridian City, it seems a long time since you were here last! Head to the Poké Mart and Poké Centre to heal your squad of Pokémon and spend any remaining cash you have on goodies before you take on the final Gym Leader.

Now head to the Viridian City gym in the northeast corner. Remember it was locked last time you were here. Well now it's open and you can finally take on the last Pokémon Leader and get ready for a surprise! However, to get to the leader you must once again fight through all the junior trainers, but with the level of experience your Pokémon should have by this stage, this task should be a breeze.

Gym Leader #8: Giovanni

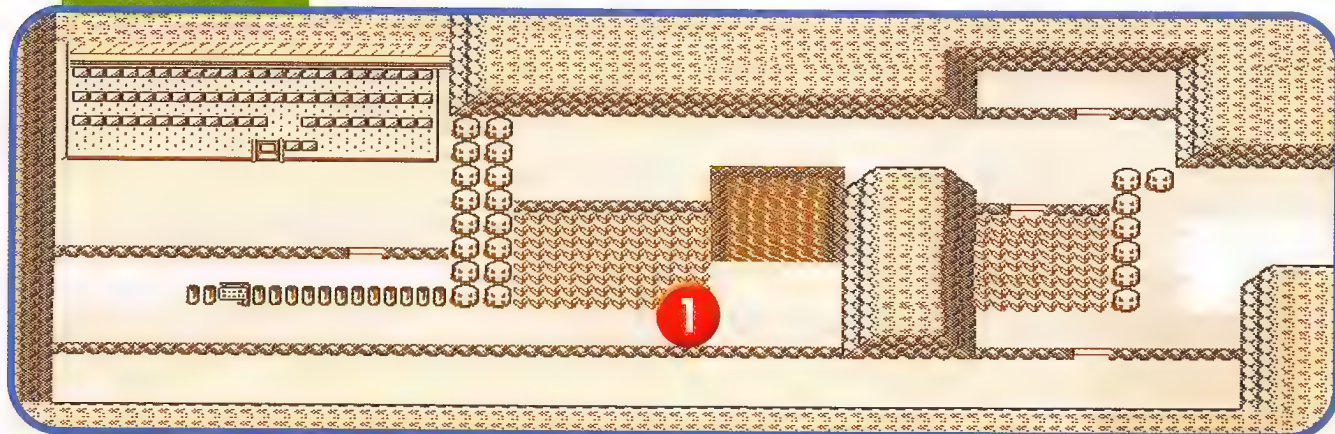
You've fought Giovanni a couple of times before and now he's going to give you his best shot. This time around his squad is made up of a Rhydon at level 50, a Rhyhorn at level 45, a Nidoqueen at level 43, a Dugtrio at level 42 and finally a level 45 Nidoking. As you can see, Giovanni has put his faith in ground based Pokémon. So before you try and take him on make sure you have your best water or ice Pokémon in the squad as these fair the best.

When you beat Giovanni for the final time you receive the Earth Badge which makes all Pokémon, no matter what their level of experience, obey your commands. He also gives you a deadly new move; TM 27 is called Fissure and gives a Pokémon the ability to score a one-hit KO. Although be careful, this move is difficult to land and soon runs out.



ROUTE 22

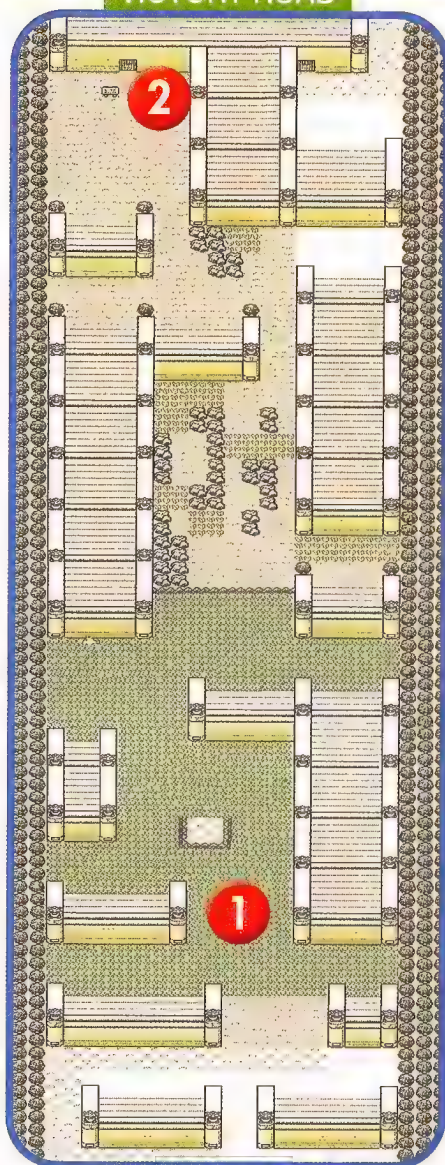
ROUTE 23



Route 22 checklist:

1. As you make your way down Route 22 guess who you bump into? Yup you got it, Gary and as ever he is spoiling for a Pokémon battle. This time around his squad is made up of a Pidgeot at level 47, a Growlithe at level 45, a Exeggcute at level 47, a Alakazam at level 50 and his very first Pokémon at a massive level 53! Good luck.

VICTORY ROAD



Pokémon found here

Red version

Rattata	Lots	Lots
Nidoran (F)	Rare	Lots
Nidoran (M)	Lots	Rare
Spearow	Rare	Rare

NIDORAN (MALE)



NIDORAN (FEMALE)



ROUTE 23

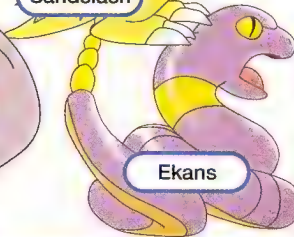
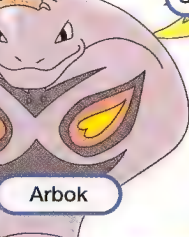
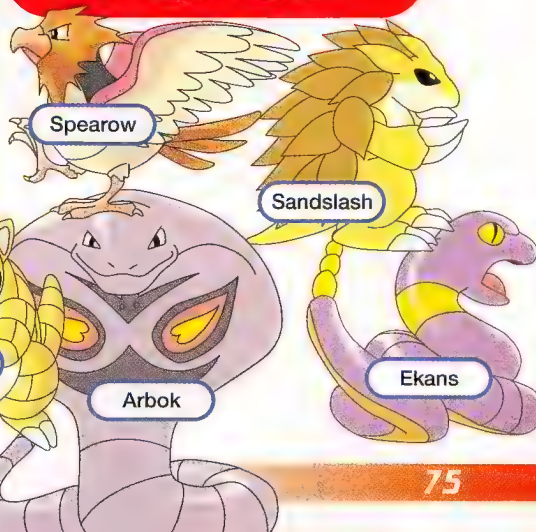
Route 23 checklist:

1. This is the final stage of your journey, you are approaching Victory Road and the Elite Four. First you must have all eight Pokémon Badges. As you make your way along Route 23 you are stopped by policemen who won't let you pass unless you don't have the appropriate badge. Hope you've been collecting them as you've played through with this guide.
2. At the end of the path you'll come to an entrance. This large building leads to Victory Road. Flick to page 76 for tips on this three floored Dungeon.

Pokémon found here

Red version

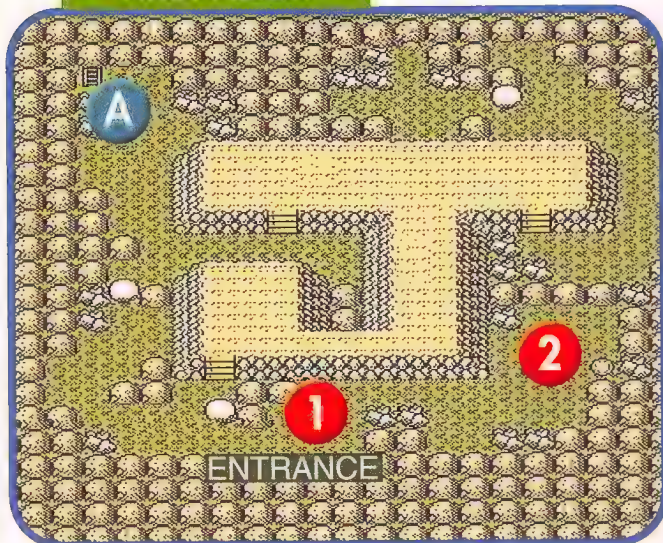
Spearow	Rare	Rare
Ekans	Rare	None
Sandslash	None	Rare
Ditto	Rare	Rare
Sandslash	None	Rare
Arbok	Rare	None



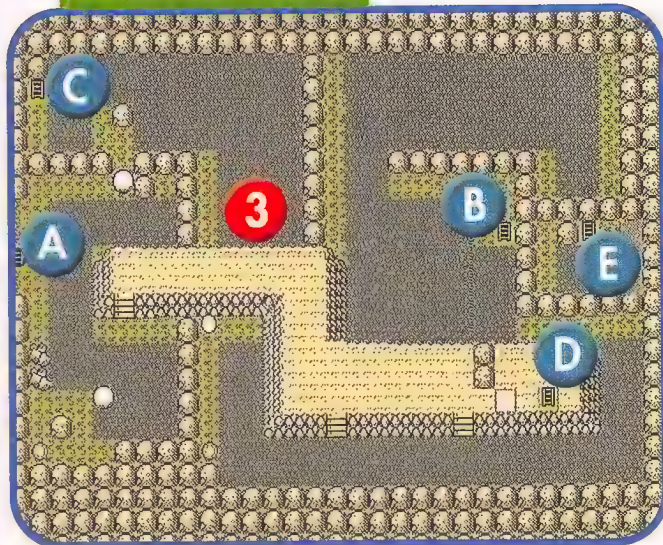
ROUTE 22

VICTORY ROAD

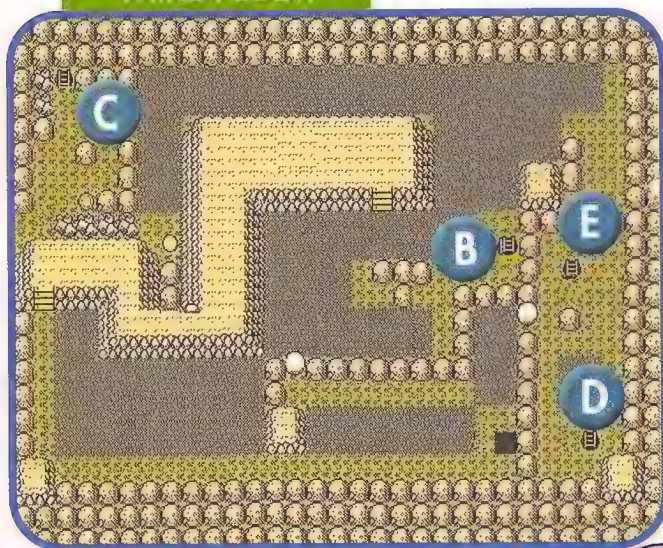
FIRST FLOOR



SECOND FLOOR



THIRD FLOOR



Victory Road checklist:

1. Once again we've provided a map of each floor in the Victory Road Dungeon, so finding your way around should be a piece of cake.
2. Dotted through the Victory Road Dungeon you will find pressure pads and a number of large boulders. Guess what the puzzle here is? Use the strength skill to push the boulders onto the pressure pads, this opens the blocked routes so you can access the next area.
3. On the second floor of the dungeon you'll come across another one of the rare bird Pokémon. This one is called Moltres and is the bird of fire. If you have a water based Pokémon then this battle should be a piece of cake. Use an Ultra Ball to capture him once his energy has been drained to a low level.

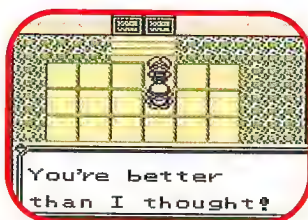


THE ELITE FOUR

The Final Challenge

You've finally made it, the Elite Four lie ahead but before you start to fight it out for the title of ultimate Pokémon trainer stop by at the Poké Mart and Poké Centre. Heal your squad and spend any money you have left on Max Potions, Full Restores and Revives. You're gonna' need all the help you can get. You must defeat each member of the Elite Four, one after another. If you lose a battle you must start all over again. Lets fight...

LORELI Master of Ice



Dewgong at Level 54
Lapras at Level 56
Cloyster at Level 53
Slowbro at Level 54
Jynx at Level 56

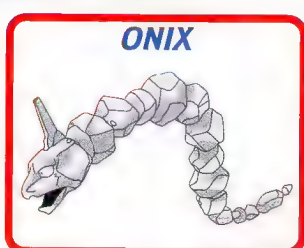
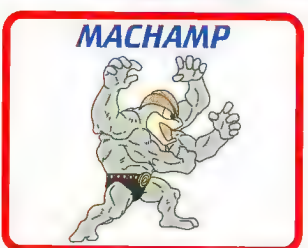
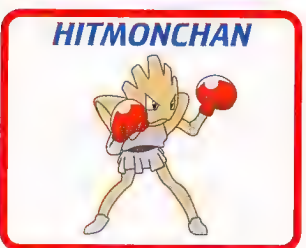
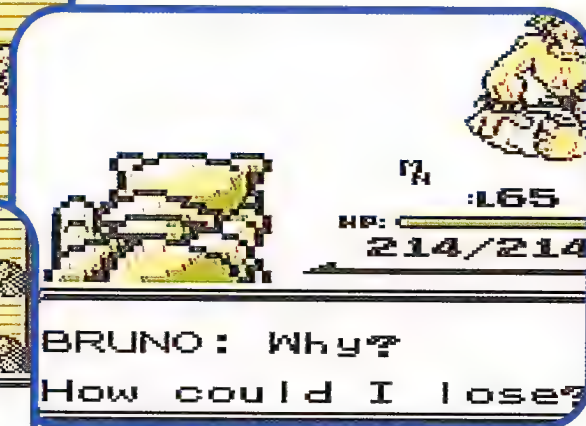
When fighting these ice Pokémon try to use fire or rock Pocket Monsters for a devastating effect.



BRUNO Master of Ground Pokémon

With these rock based Pokémon the key is to go for earth or flying Pokémon in retaliation. Try to avoid using water Pokémon as they tend to be quite weak against this type of foe.

Onix at Level 53
Hitmonchan at Level 55
Hitmonlee at Level 55
Onix at Level 56
Machamp at Level 58

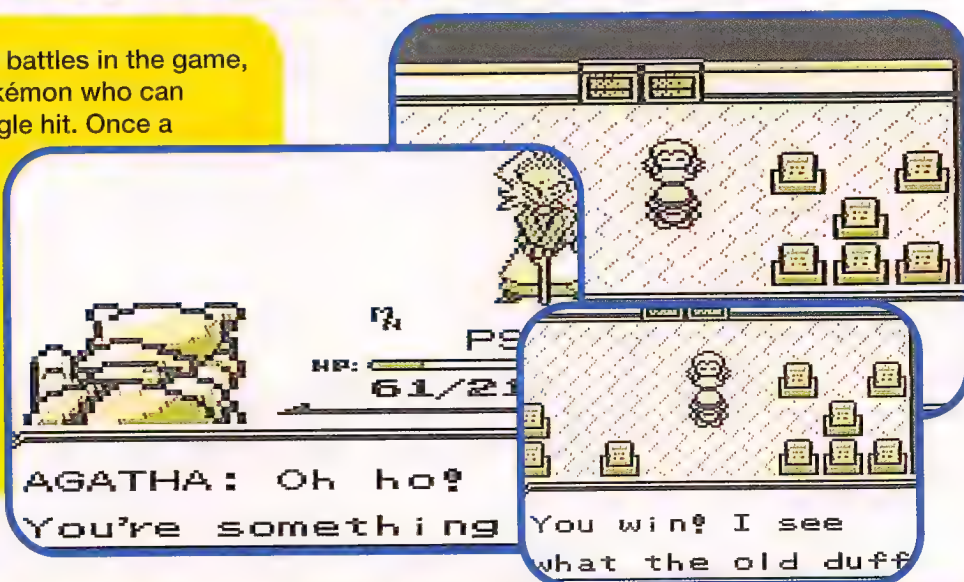


THE ELITE FOUR

CONT.

AGATHA Master of Ghost Pokémon

This is one of the toughest battles in the game, Agatha uses high level Pokémon who can poison your squad in a single hit. Once a Pokémon has been poisoned their energy is constantly being drained and can only be stopped using a heal item. Ground based Pokémon are most effective against Agatha, so if you've got one in your squad make sure he starts the attack.



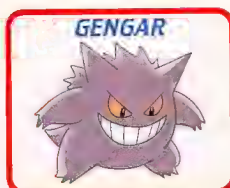
Gengar at level 60

Gengar at Level 56

Golbat at Level 56

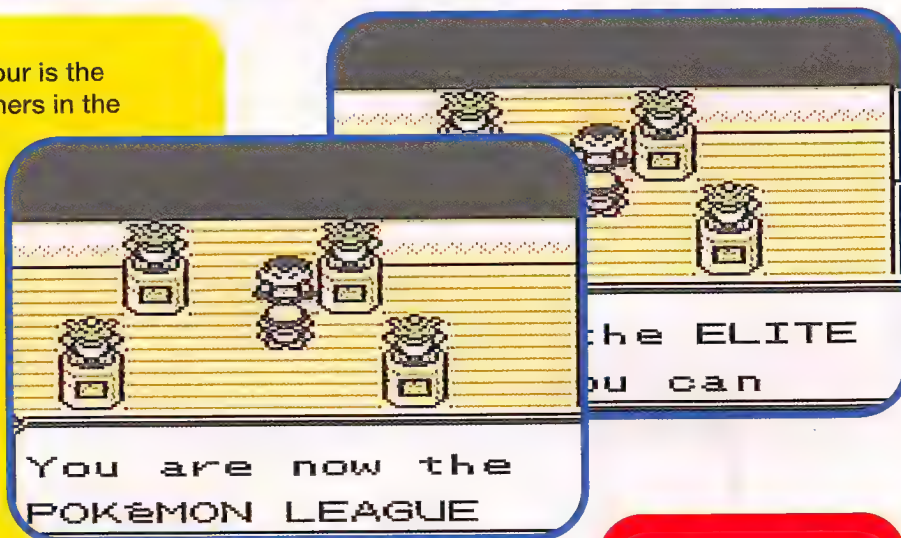
Haunter at Level 55

Arbok at Level 58



LANCE Master of Dragon Pokémon

The final member of the Elite Four is the hardest of all the Pokémon trainers in the game. His squad of super tough dragons can drain huge amounts of energy in a single attack. The other thing to remember is that these dragons have huge amounts of stamina and draining their energy can be a long process. If you have water based Pokémon you'll be at a major advantage as they tend to work well.



DRAGONITE



DRAGONAIR



AERODACTYL



GYARADOS



Gyarados at Level 58

Dragonair at Level 56

Dragonite at Level 62

Aerodactyl at Level 60

Dragonair at Level 56

GARY



With the Elite Four defeated you should be a champion trainer. However, someone beat you to it and defeated them first. Guess who? Yup you got it, your arch rival from Pallet Town, Gary. Gary is the reigning Pokémon champion and to claim the ultimate prize you must take him down one more time.

However, his squad of Pokémon will depend on which Pokémon he chose at the very start of the game.

If he chose **Bulbasaur** you'll be up against:

Rhydon at Level 61
Alakazam at Level 56
Pidgeot at Level 61
Gyarados at Level 61
Arcanine at Level 63
Venusaur at Level 65

If he chose **Squirtle** you'll be up against:

Arcanine at Level 61
Exeggutor at Level 61
Blastoise at Level 65
Rhydon at Level 61
Alakazam at Level 56
Pidgeot at Level 61

Well that's it you are now the ultimate Pokémon trainer. Gary has given you his best shot and you still put him down. The Elite Four have been crushed and you stand victorious, so what's left? Well first off sit back and watch the end sequence, you deserve it. Well Done! Right, now back to completing the Pokédex! Remember there were two locations you couldn't get to earlier in the game, the Power Plant and the Unknown Dungeon? Well now you can, so lets go Pokémon hunting one more time...

If he chose **Charmander** you'll be up against:

Rhydon at Level 61
Gyarados at Level 63
Alakazam at Level 56
Exeggutor at Level 61
Pidgeot at Level 61
Charizard at Level 65

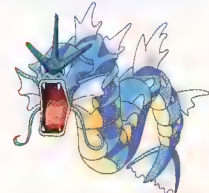
RHYDON



ALAKAZAM



GYARADOS



EXEGGUTOR



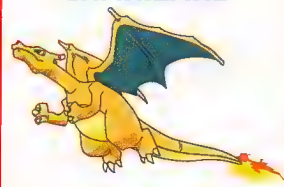
ARCANINE



PIDGEOT



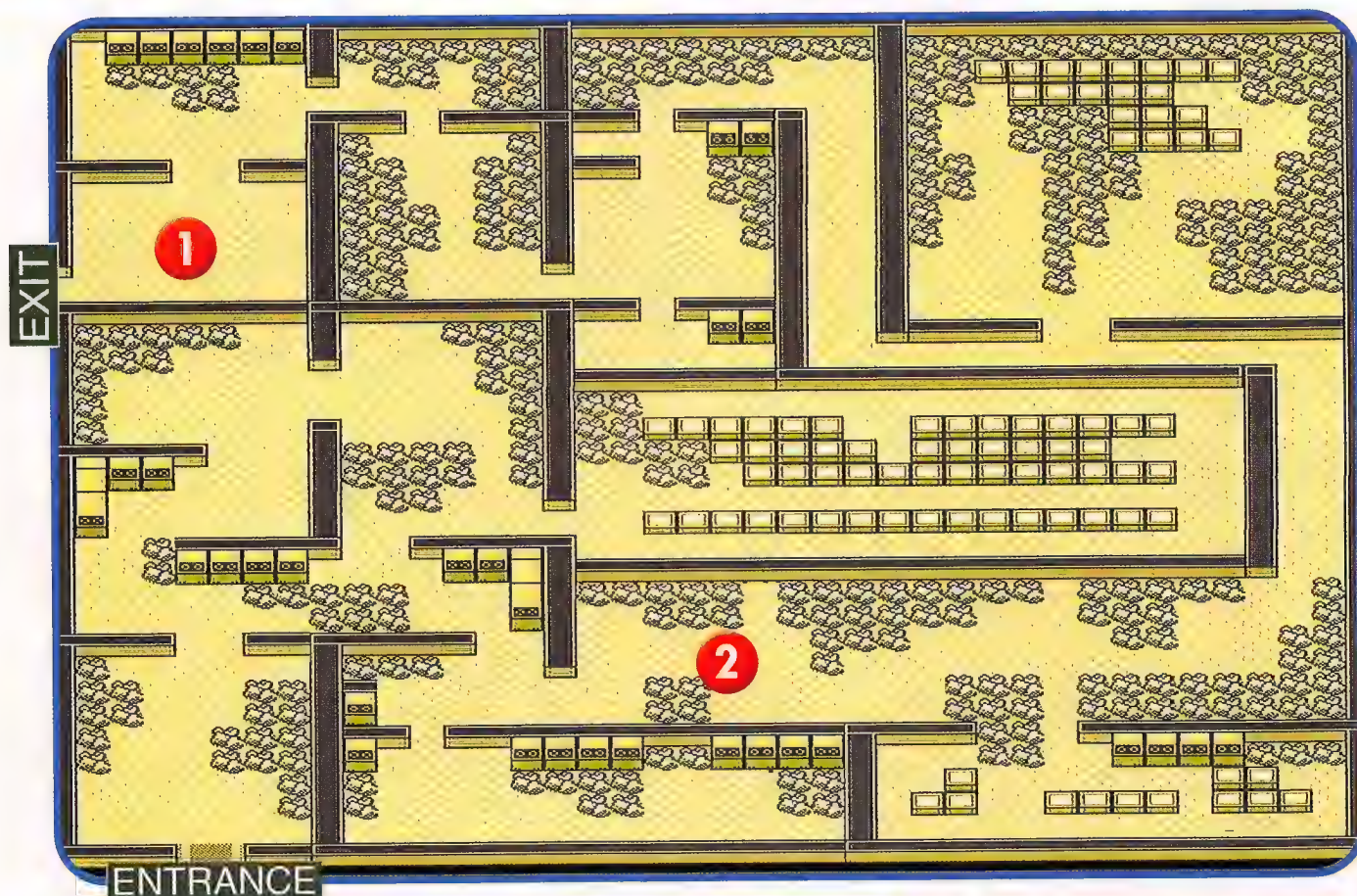
CHARIZARD



BLASTOISE



POWER PLANT



Power Plant checklist:

1. The third and final Pokémon bird is found in the Power Plant and guess what, it's an electric Pokémon! Zapdos is found in the northwest corner of the maze and, if you use the map for direction, finding him should be a breeze.
2. Most of the wild Pokémon found in the Power Plant are electrical based and some of the most powerful beasts in the game. Check out the list on this page to see what's on offer. Can you get 'em all!

Pokémon found here

	Red version	Blue version
Pikachu	Rare	Rare
Raichu	None	Rare
Electabuzz	Rare	None
Voltorb	Rare	Rare
Magnemite	Rare	Rare
Magneton	Rare	Rare

PIKACHU



RAICHU



ELECTABUZZ



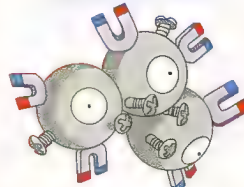
VOLTORB



MAGNEMITE

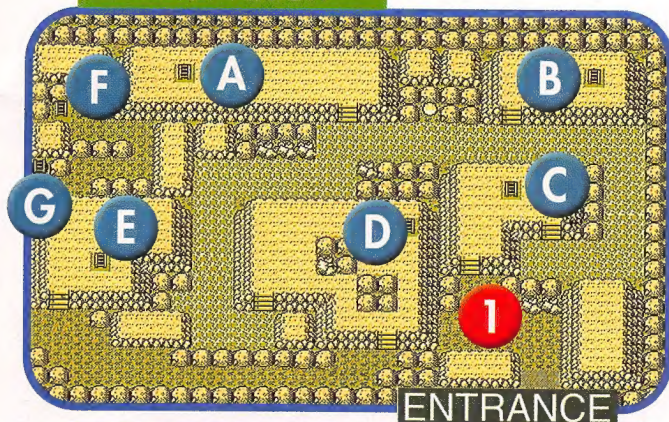


MAGNETON

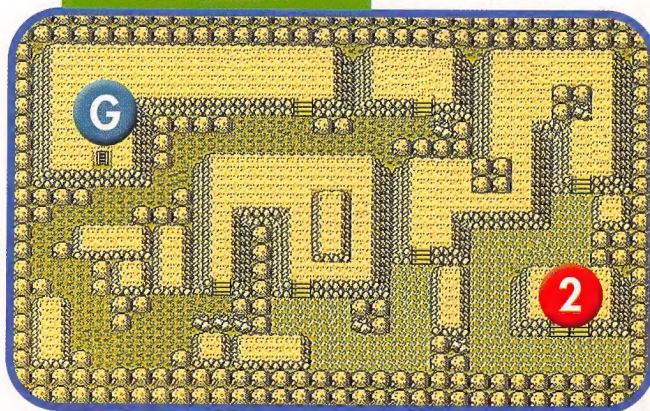


UNKNOWN DUNGEON

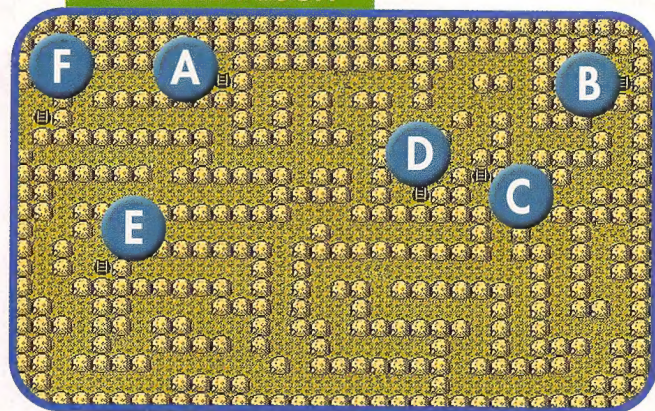
FIRST FLOOR



BASEMENT



SECOND FLOOR



Unknown Dungeon checklist:

1. The Unknown Dungeon is set over three large floors and all are interconnected. This means that to get to certain areas of the maze you will have to use a path that takes you through all three floors. Also, remember that there are lots of extremely rare Pokémon to be found here. So make sure you visit every area of the Dungeon and get 'em all.
2. On the subject of rare Pokémon the most rare creature of all can be found here. On the basement level of the dungeon, in the southeast corner of the map, you'll find the legendary **Mewtwo**! Once you've found him, use the Master Ball to catch this super tough Pokémon. Nice job!

Pokémon found here

Red version Blue version

Kadabra	Rare	Rare
Raichu	Rare	Rare
Rhyhorn	Rare	Rare
Hypno	Rare	Rare
Dodrio	Rare	Rare
Electrode	Rare	Rare
Parasect	Rare	Rare
Ditto	Rare	Rare
Golbat	Rare	Rare
Magneton	Rare	Rare
Marowak	Rare	Rare
Chansey	Rare	Rare
Wigglypuff	Rare	Rare
Arbok	Rare	None
Sandslash	None	Rare
Venomoth	Rare	Rare
Mewtwo	One	One

SANDSLASH



MAROWAK



WIGGLYTUFF



KADABRA



HYPNO



RAICHU



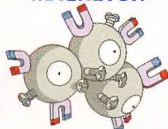
DODRIO



ELECTRODE



MAGNETON



RHYHORN



GOLBAT



ARBOK



MEWTWO



PARASECT



DITTO



VENOMOTH



CHANSEY



POKÉMON QUIZ

Reckon you're a Pokémon Master now? Only a true Poké Fan can answer all these questions.

- Which Pokémon is Ash's favourite?
- What is the name of the computerised Pokémon encyclopaedia?
- Who do they call the Pokémon Prof?
- Identify these three Pokémon.



- Who is the head trainer at the Pewter City Gym?
- Which is the only Pokémon in the World that can speak to humans?
- What real animals are Ekans and Kobra based on?
- How old is Ash?
- Which Pokémon caused 700 Japanese kids to become ill?
- How do you wake Snorlax?
- What's the odd Pokémon out and why?



- What is this?



- When does Pikachu evolve?
- Name the boss of Team Rocket.
- What is the IQ of Alakazam?
- Who is No.1 Pokémon photographer?
- What's the first Pokémon Ash caught?
- What happens if you cut a Raticate's whiskers off?
- How do you catch Mewtwo?
- What's a Kakuna's best attack move?
- What's the tallest Pokémon?
- What's the shortest Pokémon?
- What does it mean when Pikachu's cheeks spark?
- What's the name of the Pokémon Centre nurse?
- What's the difference between the swirl on a Poliwhirl's belly and the one on a Poliwhag?
- How do you catch Mew?
- What creature evolves into Pikachu?
- What martial arts star is Hitmonchan based on?
- What's Ash's second name?
- Name the creator of Pokémon.



ANSWERS

- Pikachu
- Brock
- Porygon
- Giovanni
- It can't balance
- Diglett
- You can't. You can only be given it.
- Satoshi Tajiri.
- Pokédex
- Team Rocket's Meowth
- Vulpix, the others are evolved from Eevee
- 5,000
- With the Master Ball
- It has a cold
- Piku
- Professor Oak
- Snake and Cobra
- A Voltorb
- Todd
- It doesn't have any attacks!
- Joy
- Jackie Chan
- Squirrel, Sparrow, Butterfree
- Ten years old
- When exposed to the Thunderstone
- Caterpie
- Onix
- It spirals the other way
- Ketchum



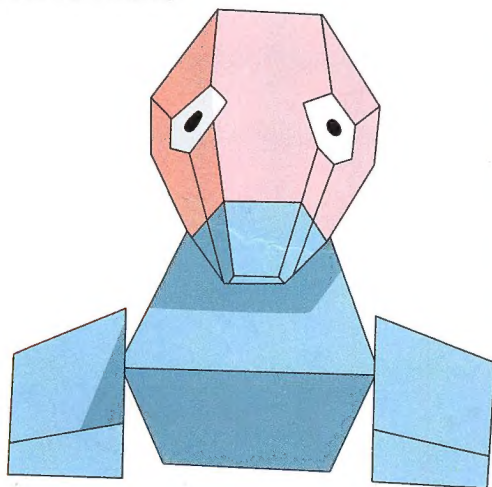
PORYGON

No. 137

Type: Normal

Evolution: None

Porygon is a computer generated Pokémon that relies on its fast attacks and ability to move freely between reality and cyberspace. Porygon's attacks are dealy, with the Tri Attack being particularly potent. This Pokémon is a tough one to add to your squad, but when you do he'll serve you well.



MEWTWO

No. 150

Type: Psychic

Evolution: None

Mewtwo was created in a lab; he was designed to be the ultimate Pokémon. He has amazing speed and strength making him an awesome sight in battle. Mewtwo uses Psychic attacks to quickly drain his opponents strength. This is the toughest Pokémon in the game!



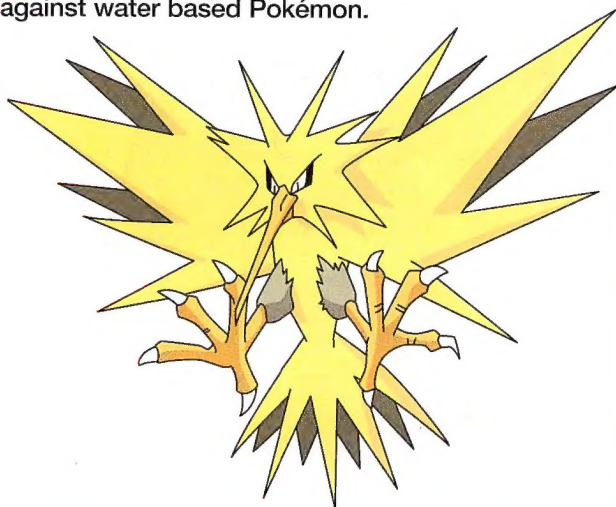
ZAPDOS

No. 145

Type: Electric/Flying

Evolution: None

Zapdos is one of the four legendary Pokémon birds and is such extremely hard to collect. When you have this Pokémon in your squad you have the strongest electrical Pokémon in the game at your command. Zapdos can take out rival Pocket Monsters with ease, he is particularly deadly against water based Pokémon.



DRAGONITE

No. 149

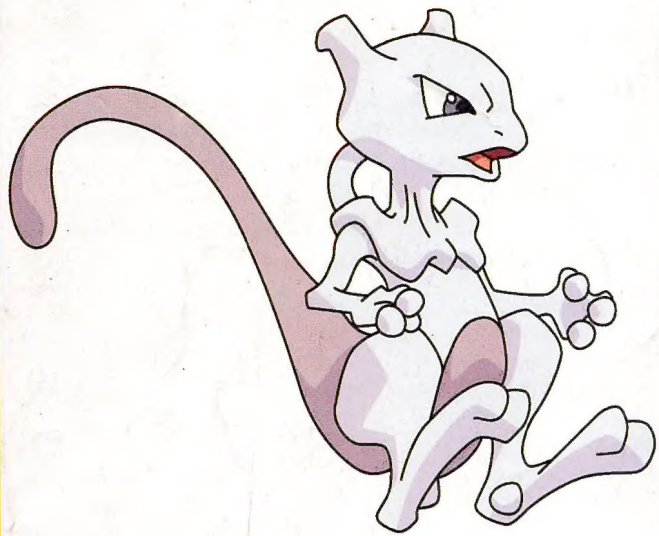
Type: Dragon/Flying

Evolution: Dratini

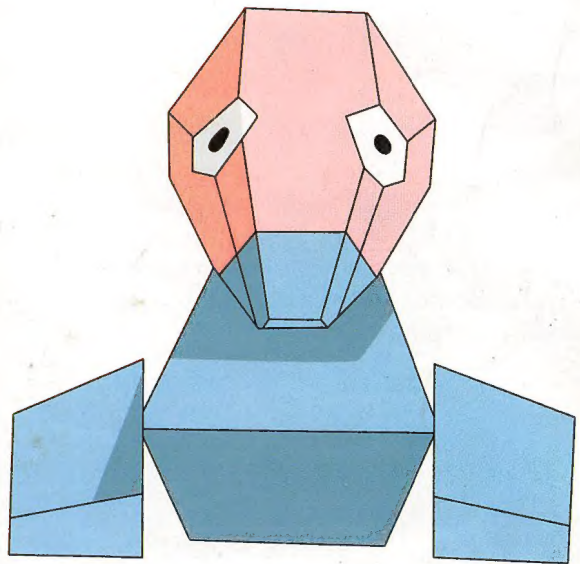
Dragonair (Level 30) Dragonite (Level 55)

This Pokémon is one of the cutest in the game but is also one of the shyest. Dragonite lives underwater and this means adding him to your squad requires patience and skill. Dragonite is also extremely intelligent; some Pokémon experts say that when he reaches maturity his intelligence can match that of a human.





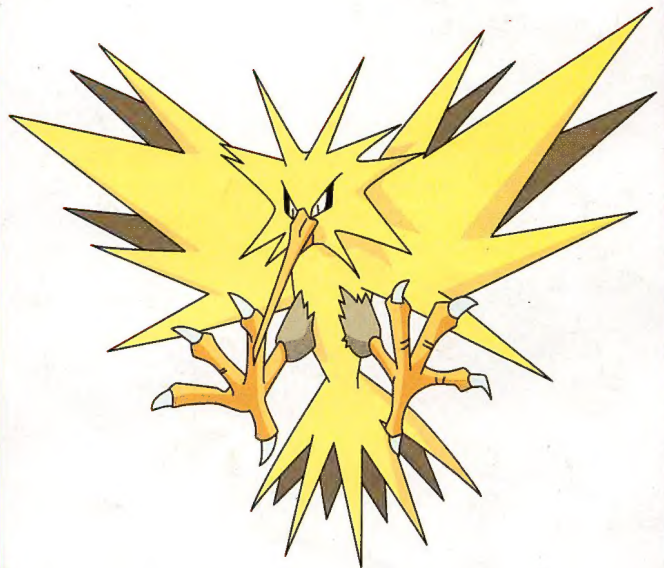
MEWTWO



PORYGON



DRAGONITE



ZAPDOS